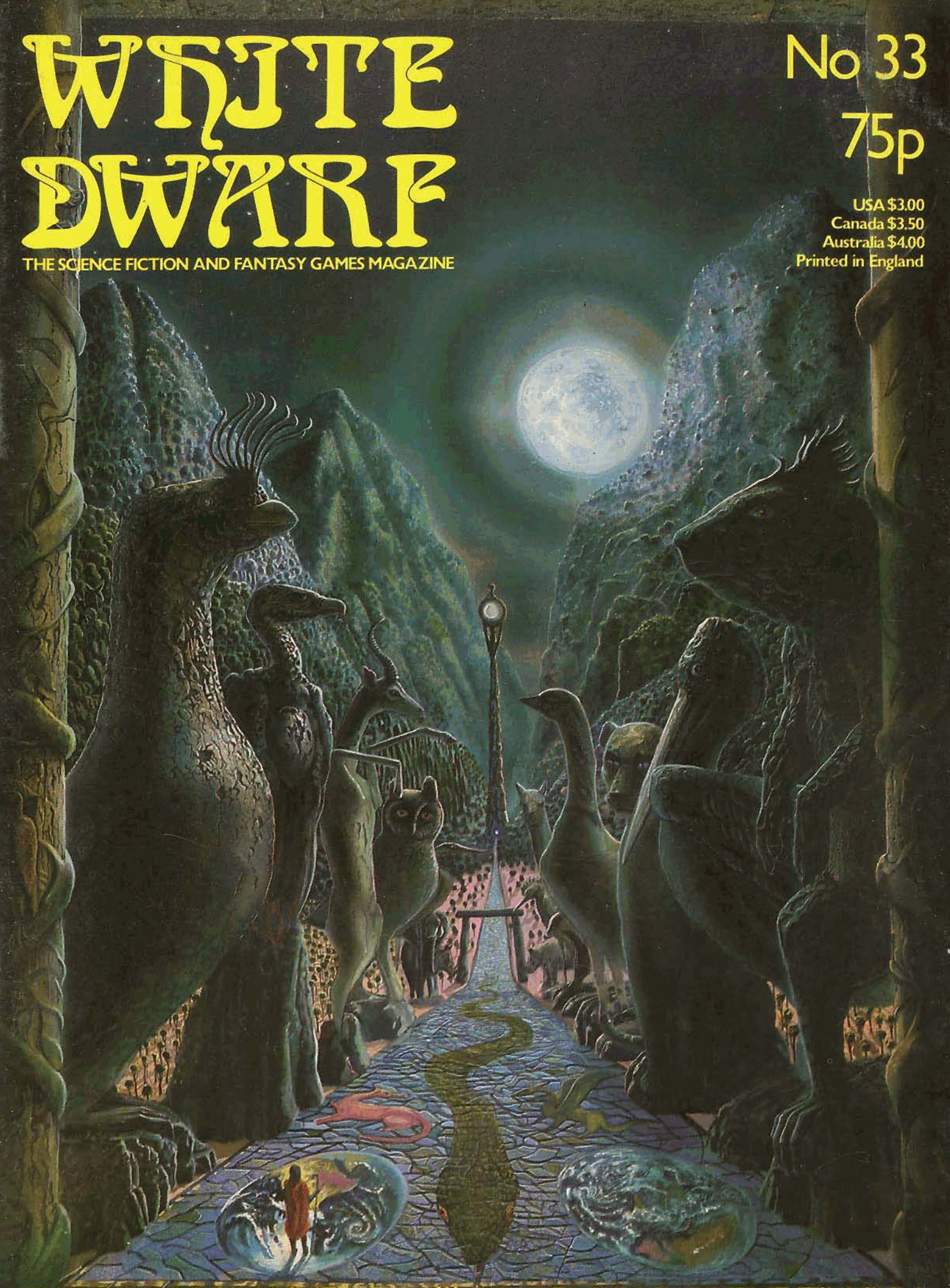
WHITE DWARF

THE SCIENCE FICTION AND FANTASY GAMES MAGAZINE

No 33
75p

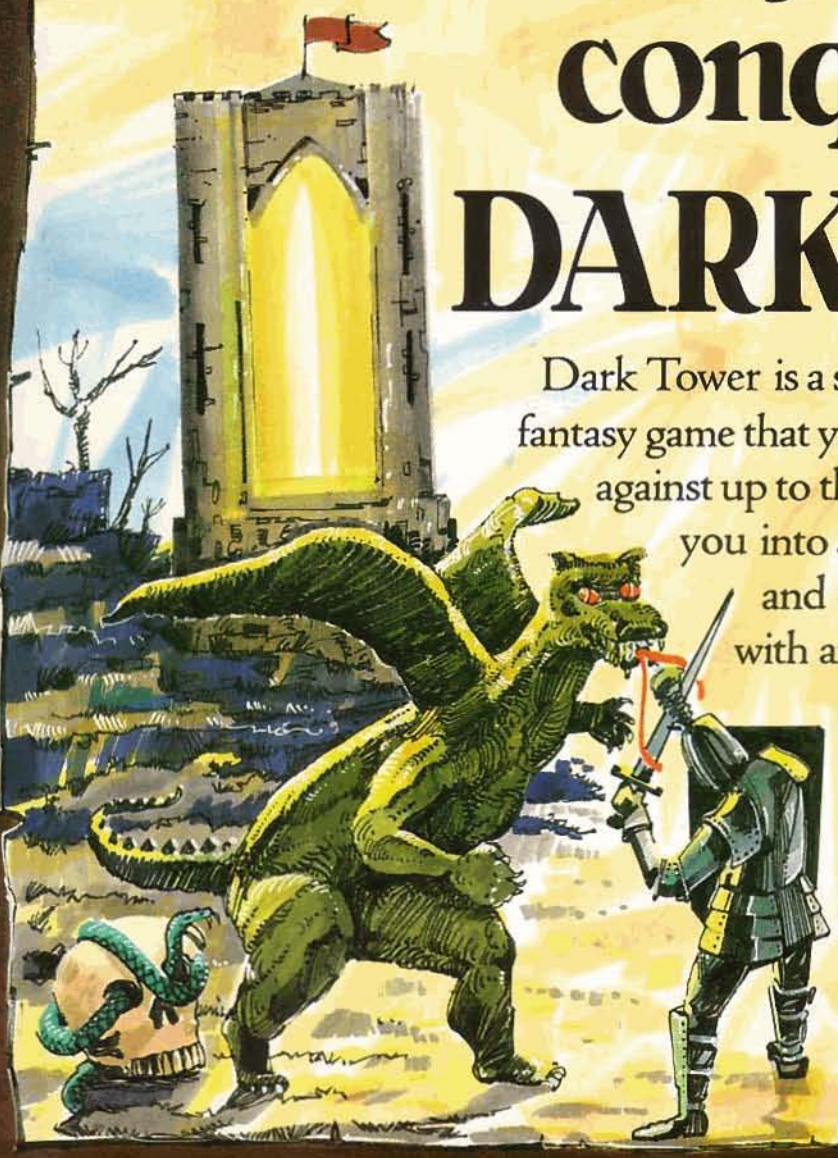
USA $3.00
Canada $3.50
Australia $4.00
Printed in England



THE TOWN PLANNER Part III
Running Towns and Cities for D&D

RUMBLE AT THE TIN INN
A RuneQuest Scenario

You're lost in a forbidding land... your warriors are dying... food is low. But still you must conquer the DARK TOWER.



Dark Tower is a sensational new computerised fantasy game that you can experience alone—or against up to three opponents. It will transport you into a world of mystery, imagination and electronic wizardry . . . a world with amazing computer controlled sound and visual effects.

Every game is a new adventure, a new challenge. Dare you accept it? Seek out the Dark Tower. Now at all good Games and Toy shops.

MB ELECTRONICS

GAMES WORKSHOP LTD

NEW MANCHESTER SHOP NOW OPEN. . . . . .
162 MARSDEN WAY, ARNDALE CENTRE, MANCHESTER. Telephone: 061-832 6863
Open Monday to Saturday 9.00 - 5.30
NEW SHEFFIELD SHOP NOW OPEN. . . . . .95 THE MOOR, SHEFFIELD
Telephone: 0742 750114. Open Monday to Saturday 9.30 - 5.30

SHOPS:
1 DALLING ROAD, HAMMERSMITH, LONDON W6. Tel: 01-741 3445
Open Mon-Sat 10.00-5.30

UNIT 37, BIRMINGHAM SHOPPING CENTRE, BIRMINGHAM B2
Tel: 021-632 4804. Mon-Sat 9.30-5.30

MAILING CLUB

Keep up to date with the latest developments in adventure gaming with the **Games Workshop Mailing Club.** Every two months you could receive a comprehensive guide to the latest game releases through Games Workshop, plus feature articles on your favourite game systems and special offers that will only be available to club members. All for the price of a stamp. **(MAILED FREE TO WHITE DWARF SUBSCRIBERS)** For your free sample newsletter plus details of how to join, send a SAE to: **Malcolm Luff, Mail Order Supervisor, Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP.**

GAMES WORKSHOP MAILING CLUB NEWSLETTER NO.3 OUT NOW

DUNGEONS & DRAGONS

Basic Set - complete for beginners. . . . £8.50
Expert Set (levels 4-7) £8.50
Basic Rulebk . £3.95 **Expert Rulebk** £3.95
ADVANCED DUNGEONS & DRAGONS
Monster Manual £8.50
Fiend Folio £8.50
Deities & Demi-gods. £8.50
Players Handbook. £8.50
Dungeonmasters Guide. £9.95
. . . . . BASIC D&D MODULES . . . . . .
B1: In Search of the Unknown. £2.95
B2: Keep in the Borderlands £3.50
B3: Palace of the Silver Princess £3.50
. . . . . .EXPERT D&D MODULES . . . . . .
X1: Isle of Dread (Wilderness) £3.50
X2: Castle Amber £3.50

. . . . ADVANCED D&D MODULES. . . . .
SLAVE LORD TOURNAMENT SERIES:
A1: Slave Pits of the Undercity £2.95
A2: Secret of the Slaver's Stockade. . . £3.50
A3: Aerie of the Slave Lords £3.50
. . . .COMPETITION LEVEL SERIES . . . .
C1: Hidden Shrine of the Tamochan. . £3.95
C2: The Ghost Tower of Inverness . . . £2.95
. . . . . CASTLE SCENARIOS . . . . . .
G1-3: Against the Giants. £3.95
. . . . . DUNGEON SCENARIOS. . . . . .
D1-2: Decent into Depths of the Earth £3.95
WORLD OF GREYHAWK & SCENARIOS
World of Greyhawk £6.50
S1: Tomb of Horrors £2.95
S2: White Plume Mountain £2.50
S3: Expedition to Barrier Peaks £4.95

TRAVELLER

Science Fiction role-playing in the far future.
DELUXE TRAVELLER: Gives you more — **Book 0** - an introduction to Traveller, **Books 1,2 & 3** + exclusive introductory adventure - **'The Imperial Fringe'** and a full colour star-chart of the Spinward Marches sector. 2 dice included . . . . . £9.95 (Boxed)
ADDITIONAL RULES: Mercenary - The military, mercenaries & combat £2.95
High Guard: Space navies & combat . . £2.95
. . . . . SUPPLEMENTS. . . . . .
1001 Characters £1.95
The Spinward Marches £1.95
76 Patrons £1.95

BOOK—KEEPING. . . . . BOOK—KEEPING
Personal Data Files £1.99
Ship's Papers £1.50
System Data Sheets: include system generation procedure & geodisic planetary maps. £1.50
Navigators Starcharts: 6 sector maps & 96 subsector charts (all blank) £3.50
Astrogator's Chartbook: 28 geodisic planetary maps, 26 hex grids & 28 grids for installation/ship plans. £2.99
Traveller Logbook: a compendium of things for Traveller £1.99
Traveller Judges Screen. £1.75
50 Starbase plans. £4.50
15mm Starship Layout Pads £1.99
IISS Ship Files: 6 ship types, compatible with Book 5 High Guard. £1.95

RUNEQUEST

RuneQuest: Fantasy role-playing; the box contains rules, *Apple Lane* scenario, monster book, dice, character sheets + *Basic Role-Playing* £8.95
RuneQuest Rulebook £5.95
SCENARIOS — SCENARIOS — SCENARIOS
Apple Lane £3.95
Snake Pipe Hollow. £3.95
Broken Tree Inn £2.95
Duck Tower. £3.95 **Duck Pond** . £3.95
Hellpits of Nightfang £1.99
City of Lei Tabor: Complete city £4.95
NEW — NEW — NEW — NEW — NEW — NEW
Griffin Mountain: Massive wilderness campaign with over 100 scenarios £11.95

TUNNELS & TROLLS

Tunnels & Trolls Boxed Set. £6.95
Tunnels & Trolls Rulebooks £3.95
Catacombs of the Bearcult £2.50
Sea of Mystery (solo) £2.50
Death Trap Equaliser (solo). £3.50
Blue Frog Tavern (solo) £2.50
Goblin Lake (solo). 95p
Abyss (solo) 95p
City of Terror (solo) £3.75
Misty Wood (solo) . . . . . .
SOLO SCENARIOS BY KEN St. ANDRE
Naked Doom £2.00
Arena of Khazan £2.25
Deathtrap Equaliser Dungeon £3.30

PLAY AIDS — PLAY AIDS — PLAY AIDS
Foes: Pre-rolled adversaries £8.95
RuneQuest Shield £1.99
The Gateway Bestiary: Monsters from legend & literature to expand your campaign . £4.95
Plunder: 640 pre-generated treasure hoards plus 43 magical treasures of Glorantha. £3.95
RuneMasters: 45 Rune Lords, Priests and Lords: Priests of cults complete with spells, experience, bound spirits, treasures etc £3.95
Cults of Terror: The book of the bad guys of Glorantha detailing the cults of 9 deadly deities. Presented in the same clear format as *Cults of Prax* £7.50
COMING SOON . . . . . .COMING SOON
BORDERLANDS - Wilderness adventure
TROLLPAK - All about Trolls & Trollkin including new cults & background history

GAMES WORKSHOP

. . GAMES FROM GAMES WORKSHOP . .
APOCALYPSE: To survive the game of nuclear empires you will need a ruthless streak as well as diplomatic skill £7.95
DR. WHO: You & up to 6 other players can hunt across space for the key of time . £7.95
VALLEY OF THE FOUR WINDS: The classic swords & sorcery game £7.95
WARLOCK: Game of duelling wizards £7.95
QUIRKS: The game of un-natural selection in which players create organisms - Quirks - fit to survive both the climate & other Quirks. Only. £5.95
Quirks expansion kits 1&2 . . . . £3.95 each
NEW — NEW — NEW — NEW — NEW
. . . . .JUDGE DREDD IS COMING . . . . .

STOP PRESS

DUNGEON FLOOR PLANS

Role~Playing Aid for Dungeon Adventures

GAMES WORKSHOP'S DUNGEON FLOOR PLANS ARE BACK!
Dungeon Floor Plans: 12 useful sheets - Stone/Dirt Flooring, Flagstones, Stone Steps, Wooden Surfaces. ONLY £2.99
AND NOW THE ALL NEW **Dungeon Floor Plans 2** - an extension pack of 12 new sheets for the most versatile dungeon flooring system: Trees and Grass, Still/Flowing Water, Flagstone Flooring, Room Features including pits, plinths and platforms, Corridor Features/Artifacts including alters, statues, urns, thrones and more. ONLY £2.99
BOTH ARE NOW BOXED FOR BETTER STORAGE OF THE CUT PIECES!

BORDERLANDS IS HERE!
A new *RuneQuest* campaign pack featuring seven linked scenarios - Scouting the Land, Outlaw Hunt, Muriah's Revenge, Rescue of Jezra, 5-Eyes Temple, Condor Crags and On to Giantland. You will be adventuring along the River of Cradles, a fertile valley separating the devastation of Vultures Country and the Plains of Prax. If your intermediate characters can survive this one they will be ready for anything in Glorantha. **£12.95 (Boxed)**
SOLOQUEST - The first solitaire adventure pack for *RuneQuest* features DreamQuest, Phoney Stones and Maguffin Hunt, deadly fun for intrepid player-characters with fighting skills in the 50-60% range. **£5.95 (booklet)**
TROLLPAK IS COMING (mid-Spetember)
A huge supplement pack for *RuneQuest* Trollpak tells you all you ever wanted to know about the history, society and dietry habits of the Troll race plus their cults and full details on Troll Ball. Trollpak also contains Troll type scenarios. **Boxed - Price available on request.**

. . . . . .
NEW FROM THE USA
Dwarfstar Minigames: Now from the people who gave you *Barbarian Prince* come four all new games:
Star Smuggler (Solitaire) **£4.50**
Dragonrage £4.50
Goblin £4.50
GRAV Armour £4.50

. . . . . .
Bounty Hunter - The wild west gunfight game from **NOVA** games that features the stop-action fun of *Ace of Aces* **£10.95**

. . . . . .
Soldier King - 18th Century warfare and diplomacy in a mythical setting using the much aclaimed 'House Divided' system. **£8.95**

. . . . . .
Citadel Miniatures Speciality Set 1 - Dungeon Adventurers Starter Set, complete with foam inner to store your painted miniatures. **£3.95**
Citadel Miniatures Speciality Set 2 - Dungeon Monsters Starter Set, complete with foam inner. **£3.95 (Both sets boxed)**

MAIL ORDER CHARGES

ALL MAIL ORDERS TO: GAMES WORKSHOP, 27-29 SUNBEAM RD., LONDON NW10 6JP. Tel: 01-965 3713. ACCESS & BARCLAYCARD WELCOME. **MAIL ORDER CHARGES:** UK: Please add 55p p&p for orders under £6.00. Orders over £6.00 post free; EUROPE: Please add 20% p&p; OTHER OVERSEAS: Please add 33% for surface or 50% for airmail. ORDERS DESPATCHED WITHIN 7-14 DAYS UNLESS OTHERWISE ADVISED. **TRADE ENQUIRIES WELCOME.**

Standard Games and Publications Ltd.

Starship Captain

Combat between starship fleets in the far future. The clash of empires or the destruction of rebels, attacks on star - lane convoys - all can be reproduced! Made with the same attention to detail and with the playability of our first game "Cry Havoc".

£12.95 postage free.

2 complete fleets of full colour starships, comprising fighters, freighters, destroyers and cruisers up to five inches in length. Asteroids and minefields, 9 Geomorphic maps of deep space. (Each map 20" x 15") 1. Rule book, 1. Scenario book, 1. 20 Sided Die.

CRY HAVOC £9.95 post free.

"Cry Havoc" deals with individuals, single knights, spearmen, and others to simulate medieval combat in a lifelike and convincing manner.

2 full colour maps printed on canvas textured board, that allow for 10 different terrain configurations to be produced. 228 playing pieces. These are also produced in full colour, giving the characters an individuality and life so often missing from other board games.

New STANDARD PADS

Role - Playing Character Sheet Pad (£1.95 post free).
Suitable for fantasy adventures, this pad saves hours of tedious writing: just fill in the relevant details when you generate your characters. Contents 50 sheets.

Hex Paper Pad (£1.95 post free).
Suitable for all map making needs. 50 sheets of small hexes in an A4 format.

Dungeon Floor Plan Pad (£2.50 post free).
10 sheets of dungeon flooring. Stone, natural and board floors. Curved steps and corridors, pits, rocks, grills and spiral staircases, all ready to cut and use. Printed on card.

Macro - Hex Pad (£1.95 post free).
50 sheets of small hexes with with a large hex super imposed. This allows a particular hex in a campaign to be mapped in detail.

Dungeon Accessory Pad (£2.50 post free).
10 sheets of doors, windows, furniture and boat, in addition to basic stonework. Printed on card to cut out and use.

Felt-Hex

The revolutionary new playing surface for role-playing and wargames. Made of high quality felt in a range of colours, Felt Hex has a one inch hex grid printed on one side, and is plain on the reverse. **Felt Hex is available in Blue, Sand and Green, each sheet is 6ft x 4ft and costs £9.95 postage free.**

PLAIN FELT is also available in the above colours at £4.25 the metre length, 72 inches wide.

SEPARATE GAME COMPONENTS FOR THE ABOVE

All Maps and Counter Sheets £2.95, the Damage Record pad 75p, postage free.
CRY HAVOC Map 1 The Village, Map 2 The Crossroads, Map 3 The Forest, Co.1. Counters.
STARSHIP CAPTAIN Map D.1. Deep Space, S.G.1. Yellow Fleet Counters, S.G.2. Green Fleet Counters, R.P.1. Damage Record Pad.

CARD WARRIORS 25mm

Full colour wargames and fantasy figures.

D.A.1. Saxon Army	£2.00 Post Free
D.A.2. Norman Army	
F.1. Dungeon Adventure	
F.2. Savages & Swordsmen	
U.S.1. Union Infantry	
U.S.2. Confederate Infantry	
U.S.3. Union Cavalry	
U.S.4. Confederate Cavalry	
U.S.5. Civil War Artillery	

CAMPAIGNS IN FOCUS

Only £9.95 postage free.

Forty unbound comtemporary photographs. Each print 9 inches x 7 inches.

This superb collection of reprinted photographs should be of great interest of figure collectors, dioramists and wargamers alike. These prints are unbound to allow some to be removed for framing etc., without ruining the collection.

Vol.1. The Crimean War
Vol.2. The 2nd Afghan War 1879

Magnificent Full Colour W.W.1. aircraft prints. Each print measures 12 x 13 inches. Available at £1.75 each, or £6.00 for the set of 4 postage free. **W.1. Pfalz W.2. Albatross W.3. Bristol W.4. S.E.5.**

ORDER FORM

—Starship Captain
—Cry Havoc

Game Components
Cry Havoc
Map 1 Map 2 Map 3 Co.1.
Starship Captain
D.1. S.G.1. S.G.2. R.P.1.

Aircraft Prints
W.1. W.2. W.3. W.4.

Card Warriors
D.A.1. D.A.2. F.1. F.2.
U.S.1. U.S.2. U.S.3.
U.S.4. U.S.5.

Felt Hex
— sheets 6ft x 4ft Green
— sheets 6ft x 4 ft Sand
— sheets 6ft x 4ft Blue

Plain Felt
— Metres of Green
— Metres of Sand
— Metres of Blue

Campaigns in Focus
Vol.1. The Crimean War
Vol.2. The 2nd Afghan War

Standard Pads
— Role - Playing Character Pad
— Dungeon Floor Plan Pad
— Dungeon Accessory Pad
— Hex Paper Pad
— Macro - Hex Pad

If you would like our literature please send a stamped addressed envelope

I enclose _____ On the items ordered.

Name _____

Address _____

Please send to Standard Games and Publications Ltd, FREEPOST, Arlon House, Station Road, Kings Langley, Herts. WDB 159 Wd

GAMES CENTRE

FOR ALL YOUR SF FANTASY · WARGAMES

CHOOSE IN AIR-CONDITIONED COMFORT FROM THE BEST STOCKED DUNGEON IN LONDON

* Alarums & Excursions
* Arms & Armour
* Asgard
* Avalon Hill
* Bellona
* Bifrost
* Broadsword
* Citadel
* Chronicle
* Dragon
* Eisenwerk Industries
* E.O.N.
* F.G.U.
* Flying Buffalo
* G.D.W.
* Gamelords
* Games Workshop
* Gedemco
* Grenadier
* Grimoire Games
* Group One
* Hammerhead
* Hass Press
* Heritage USA
* Hinchliffe (Fantasy)
* Humbrol
* Indicia Pub. Co.
* Irregular Miniatures
* Iron Crown
* I.T.
* Steve Jackson Games
* Judges Guild
* Kabal
* Koplow
* Land of Legend
* Master Models
* M.A.P.
* Marshall ENTS
* Master's Lab
* Merit
* Metagaming
* Milliput
* Naismith
* Newbury
* Nova
* Osprey
* O.S.G.
* Orisek Industries
* Paranoia Press
* Pendragon
* Platoon 20
* Q.T. Ships
* Panzerschiffes
* Ral Partha
* Rider Fantasy
* S.P.I.
* S.S.G.
* Standard Games & Pub. Co.
* Tabletop
* Task Force
* T.S.R.
* W.R.G.
* Yaquinto
* Z & M
* Zocchi

*** Expert friendly advice on all aspects of Fantasy/Sci-Fi and Wargaming. * Free player-contact service**
*** Plus 2 floors of general games and kits**

★★ NEW ADDITIONS! ★★

PLATOON 20
MODERN BRITISH, AFRICANS, AUSTRALIANS, MERCENARIES, U.S. ARMY, VIETNAMESE, RUSSIANS, RUSSIAN MARINES AND HEAVY WEAPON SETS . . .
AND MANY MORE NEW TITLES

BOUNTY HUNTER £10.95

OPEN Mon - Sat 9.30 am - 9.00 pm

22 OXFORD ST. LONDON W1
— Near Tottenham Court Road, Tube Station —

Basement Dept.

THE LARGEST SELECTION OF GAMES IN THE WORLD

Saturday 25th & Sunday 26th September

ARE YOU COMING TO GAMES DAY?

The great two day event organised by **Games Workshop**, that features exciting competitions and prizes, leading games manufacturers, demonstrations, personalities and lots of suprises.

* **COMPETITIONS** - Arrive early to join the *Advanced Dungeons & Dragons, Apocalypse, Battlecars, Car Wars, Judge Dredd, RuneQuest, Traveller & Tunnels & Trolls* competitions. **COMPETITION ENTRIES ARE FREE** and there will be special Games Day trophies designed by **Citadel Miniatures** for the winners of the official Games Day *AD&D, RuneQuest, Judge Dredd* and *Traveller* competitions.

* **PLAY** in participation games of *AD&D,* Bar Room brawls - Fantasy and SF style, *Laserburn, RuneQuest, Traveller, Tunnels & Trolls* and many, many more.

* **Fantasy and Historical Miniatures Wargaming** - participation and demonstration games.

* **Painting Competition** - Single and multi-figure classes, with trophies designed by **Citadel Miniatures.**

* **Bring and Buy Stand.**

* **Fanzine Stands.**

* **TRADE STANDS** - include **Games Workshop, TSR Hobbies (UK) Ltd., Flying Buffalo, Avalon Hill (UK) Ltd., Milton Bradley, Asgard, Citadel, Chronicle, QT Models, The Gamer, The New Voyager, White Dwarf** and over 30 others.

COME ALONG on Saturday 25th and Sunday 26th September to the Royal Horticultural Society's New Hall, Greycoat Street, London SW1.
Saturday 25th September 10.30 am - 6.00 pm
Sunday 26th September 10.00 am - 5.00 pm
ADMISSION £1.25 PER DAY

Join the D & D® Players Association

The D & D® Players Association is for everyone interested in the DUNGEONS & DRAGONS® fantasy role-playing game - the game that is gaining tremendous popularity in the UK. Whatever your involvement in the game, the Association will give you a unique opportunity to widen your interest - a forum for you to air views and ideas and to receive all the latest D & D news and events. It will also put you in touch with other D & D members and clubs all around the country. The Association is open to everyone, experienced players and those who are just beginning to enjoy the game.

Association members are eligible to receive special offers at pre-publication discounts, reductions on other D & D official activities, post free service on all items ordered from us and currently they receive the bi-monthly D & D newsletter as well. You will also receive the Association's official lapel badge, membership card and sticker. All this for a current membership fee of only £2.50 per year.

To join simply send your name and address with your cheque or PO for £2.50 payable to TSR Hobbies (UK) Ltd. Please mark your envelope 'D & D Players Association'. Let us know if you do not wish your name and address to be made available to other members. Renewal of a UK membership is £2.00. Overseas applicants please send £5.00 or $ 15.00.

TSR Hobbies (UK) Ltd.,
The Mill, Rathmore Road, Cambridge CB1 4AD

Keep up to date with the GAMES WORKSHOP MAILING CLUB NEWSLETTER

Every two months you could receive a comprehensive guide to the latest game releases through Games Workshop, plus feature articles on your favourite games systems and special offers that will only be available to club members. All for the price of a stamp.

For your free sample newsletter, plus details of how to join the Mailing Club, send an SAE to me, Malcolm Luff at Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP.

Games Workshop Mailing Club Newsletter No.3 OUT NOW:

* A Guide to *Traveller* Books and Supplements.
* The latest news on developments in adventure gaming
* A guide to 21 games, play-aids and figures sets released in August/September through Games Workshop.

FREE to White Dwarf subscribers

It is summer, 41 A.D. Your journey has been long and arduous but at last you and the rest of your party camp within the great stone ring of Salisbury plain and spend an anxious night waiting for the golden glow of the midsummer day's dawn. Your thought's are not of the mad emperor, Caligula, who sent you on this maniacal quest, nor do they dwell upon the evil clans of Black Druids who stood between you and this night; but rather of the unknown, mystical dangers that lurk within these very stone megaliths, dangers and powers that will be unleashed as sure as the sun will rise. Obsessed with this premonition of danger you have not the slightest inkling that when that same sun rises you will be irresistibly pulled into a series of events of such magnitude that they not only dwarf Caligula and Rome itself; but form the greatest adventure in human history. You have not the slightest suspicion that tomorrow's dawn will throw you into danger and intrigue that will lead you to discover . . . **The riddle of Stonehenge! . . . The secrets of the pyramids! . . . The mysteries of the ancient world!** as you play **Man, Myth & Magic.**

Man, Myth & Magic is a fantasy role playing game set in the ancient world. A world seen not from our modern historical perception, but rather through the eyes of the people who lived it. A world filled with magic and sorcery, demons and monsters, and incredible powers and forces that hold the key to the domination of all mankind.

Learn role playing faster, easier than ever before possible as a seasoned gladiator fighting for your very life on the bloody sands of a Roman arena!

Reincarnate as an Egyptian sorcerer, a British Druid, even, perhaps an Irish Leprechaun to face the might and mysteries of the ancient world!

There has never been a role playing system like **Man, Myth & Magic**. The Basic game is so simple to learn and presented in such a manner that you **actually play** as you read through it for the very first time. The Advanced game is so rich and varied that it will bring you literally years of breath taking magic, mystery and adventure. The scenarios are written in such a full flavored, spirited style that it makes it easy to become the best game master players have ever seen.

Man, Myth & Magic has been specially commissioned by Yaquinto from novelist and author Herbie Brennan whose books on fantasy, science fiction and the occult have earned him an international following. This is the first time that a major fiction writer has turned his attention to building a role playing system from the ground up . . . and the results are staggering!

Mr. Brennan, author of a dozen books, has created a new kind of novel, one that people role play rather than read. While each exciting adventure may be played separately, it is also a chapter, or episode, in a series that are all interrelated and filled with mystery, intrigue and irony. Each hair raising episode will hurl you more deeply into a twisting plot that leads you to the final earth shattering climax.

Man, Myth & Magic comes complete with three booklets containing: all of the rules, six adventures (three for the basic game and three for the advanced), and a game master's guide containing various charts, tables and maps, along with two percentile dice, a pad of character sheets and player aid information and a large folded sheet of tear out maps.

Man, Myth & Magic. £12.95

Man, Myth & Magic and **Yaquinto's** other role-playing game **Pirates & Plunder** are distributed in the UK by **Games Workshop Ltd.** If you experience any difficulty in obtaining these games simply send an SAE to:

Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP

for a price list and mail order form.

Yaquinto Publications

And now I.C.E.'s

Rolemaster Series

is complete with the advent of

character law

A masterful set of guidelines for fantasy role-playing character development. Includes 18 character classes with both potential and temporary stats. Unique trait development system allows all characters to increase their ability in any area of skill. Trait advancement costs vary according to character class—but there are no absolute restrictions. CHARACTER LAW ..... $10.00 (U.S.)

SPELL LAW The magic system designed to improve any fantasy role-playing game. Includes over 2000 spell descriptions, detailed alchemy rules, magic items, spell attack tables and much more. Beautifully boxed for only . $17.50 (U.S.)

ARMS LAW The fast realistic combat system emphasizing skill over luck. The innovative rules include critical hits, parries and extraordinary maneuvers. 30 parchment tables combine all of the vital characteristics of a variety of arms so that a single die roll resolves both hits and damage. *ARMS LAW*, the cutting edge of combat ..... $10.00 (U.S.)

CLAW LAW The animals strike back! The unarmed combat supplement for *ARMS LAW*. Attack tables integrate the size, instinct and fighting pattern of a wide variety of animals, monsters and martial arts experts. Critical strike tables cover small animal attacks, unbalancing results, entangling strikes and the primary aspects of unarmed combat ..... $6.00 (U.S.)

ARMS LAW/CLAW LAW BOXED SET A beautifully boxed set edition of *ARMS LAW* and its supplement *CLAW LAW* ..... $16.00 (U.S.)

THE ROLEMASTER SERIES Includes all of the components of this critically acclaimed series: *SPELL LAW, ARMS LAW, CLAW LAW, CHARACTER LAW*. Boxed to you for ..... $38.00 (U.S.)

ALSO AVAILABLE... **THE IRON WIND** A beautiful campaign module for use with any fantasy game system. Includes 5 dungeons, 3 city plans, weather and herb charts, descriptions of the various cultures in the region and a beautiful 4-color map ..... $8.00 (U.S.)

Check your local game store, or order from us direct, see below.

IRON CROWN ENTERPRISES / DEPT. W / P.O. BOX 1605 / CHARLOTTESVILLE, VA 22902

NAME _____

STREET _____

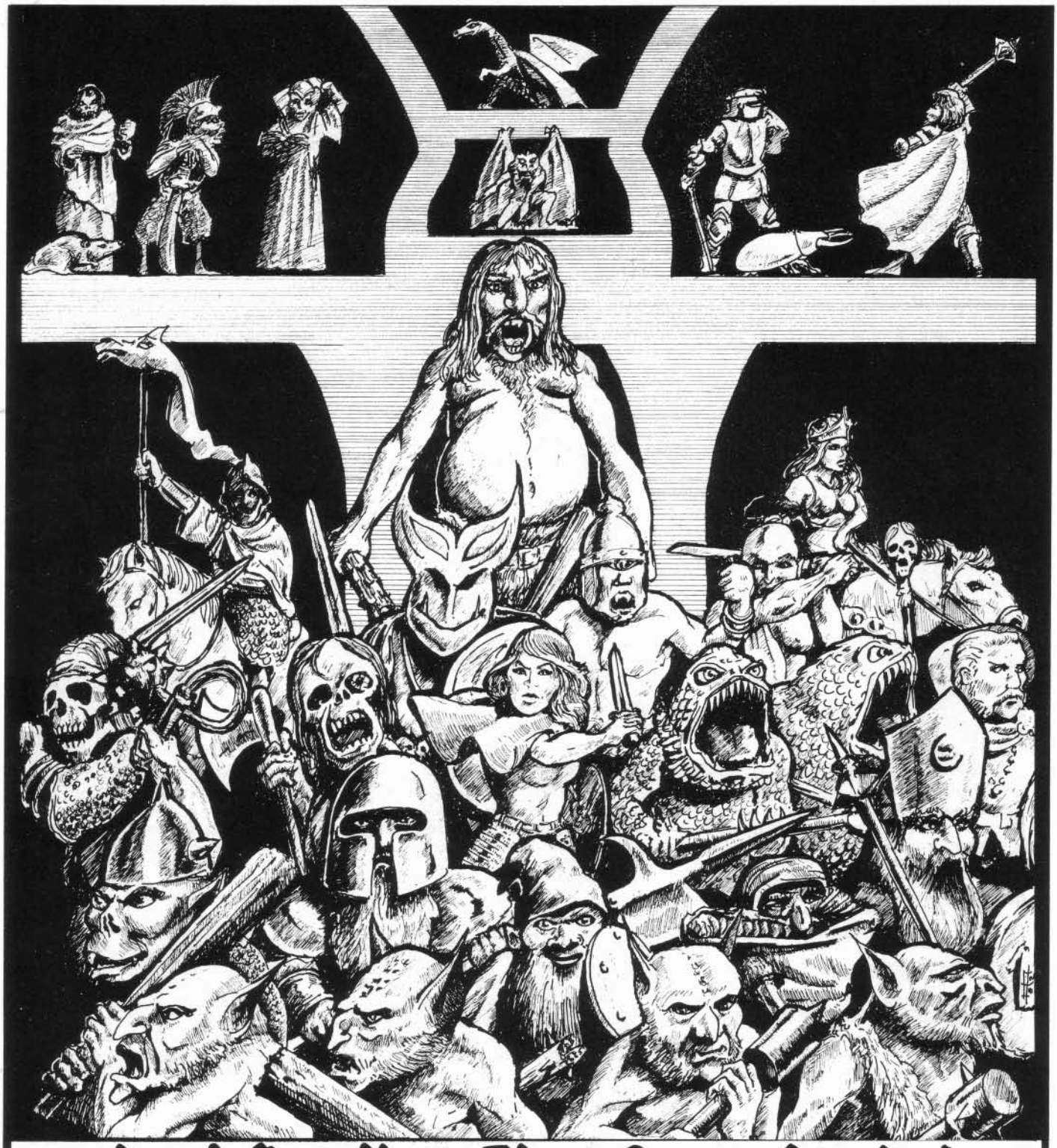
IF P.O., R.R., OR R.F.D., PLEASE INCLUDE PHONE NUMBER.

CITY _____ STATE _____ ZIP _____

RUSH ME:

☐ SPELL LAW $17.50 ☐ ARMS LAW $10.00 ☐ CLAW LAW $6.00 ☐ BOXED SET $16.00
☐ CHARACTER LAW $10.00 ☐ ROLEMASTER $38.00 ☐ IRON WIND $8.00

All non-U.S. orders add $3.00 (U.S.) postage...*send self-addressed, stamped envelope for more information.*



Look Out, Here They Come Again!

Every month a New Horde of Monsterous Beasties and Dangerous Individuals burst forth from the CITADEL upon an unsuspecting world!

Fore-warned is fore-armed, so why not prepare yourself for the next fantastic invasion by sending an SAE for details of our new releases and information on joining our advanced information mailing list.

CITADEL MINIATURES

10 Victoria Street, Newark, Notts. Tel: 0636 77495

Citadel Miniatures U.S. Inc., P.O. Box 12352, Cincinnati, Ohio 45212
RAFM Company, P.O. Box 62, Paris, Ontario N3L 3E5, Canada

Issue No 33

September 1982

WHITE DWARF

EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson, Bob McWilliams
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore
PRODUCTION EDITOR: Albie Fiore
PRODUCTION ASSISTANT: Mary Common
PRODUCTION ARTIST: Liz Lindars
COVER: Andrew George
ILLUSTRATION: Tony Ackland, J C Lawrence, Kevin Bulmer, Russ Nicholson, Mary Common, Andy Wouldham
PHOTOGRAPHY: Liz Lindars
TYPESETTING: Sushma Solanki
ADVERTISING MANAGER: Clive Bailey
PUBLISHER: Games Workshop Ltd

All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Road, London NW10 6JP.

Since the rapid rise of fame of *D&D* and other role-playing games thereafter, the number of new SF/F game products has been staggering. Companies have sprung up overnight, some good some bad. In the late 70s when the games were emerging people were willing to purchase just about anything that appeared. But today it's a different story. People can now afford to be more discerning and selective with the wide choice available, and some companies whose standards have remained static are bound to go to the wall.

The indications are that 1982 is becoming the year of the great sort out, and the gaming public can only benefit as a result.

Needless to say, *White Dwarf* will always try to improve in quality. . . .

Ian Livingstone

FEATURES

Weapons for Traveller — *Bob McWilliams* — 10
An array of readers' weaponry

The Town Planner — *Paul Vernon* — 14
Part III: Running Towns and Cities

Rumble at the Tin Inn — *Michael Cule* — 18
Bar-Room Brawl, *RuneQuest* style.

Arms at the Ready, Part II — 24
A further selection of weapons for *D&D*

Brevet Rank for Low Level Characters — *Lewis Pulsipher* — 26
How to play at 10th level when you're only 2nd

DEPARTMENTS

Open Box — 12
A look at some new games by independent reviewers

Starbase — *edited by Bob McWilliams* — 17
Guns for Sale

RuneRites — *edited by Oliver Dickinson* — 25
Invisibility & Magic

Letters — 27
Readers' views, questions and comments

Fiend Factory — *edited by Albie Fiore* — 28
All in the Mind — psionic monsters for *D&D*

Treasure Chest — *edited by Jamie Thomson* — 30
A witches brew of this and that

News — 31
What's happening in science fiction and fantasy gaming

Small Ads — 32
Clubs, Help! and Classifieds

SUBSCRIPTIONS: Please send and make remittance payable to: *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01-965 3713. *White Dwarf* is published monthly. Annual subscription rates are: **UK - £10.00; Europe - £17.00; USA - $45.00 (airmail); Other - £25.00 (airmail). BACK ISSUES** of *White Dwarf* Nos 24, 25, 27, 28, 30, 31 & 32 are still available at a cost of 75p + 25p p&p each ($5.00 each including postage overseas).

SUBSCRIPTION NOTICE:
Please note your personal *subscription number* shown on the envelope address label. Please quote this number in all future correspondence regarding renewals, queries, etc. This subscription number is held on our computer files, and failure to quote it may result in delay when dealing with your query.

OVERSEAS DISTRIBUTORS:
USA: Hobby Game Distributors, 3215 W Lawrence Ave, Chicago, IL 60625. **Australia:** Games Wholesale Co, 2 Cressall Rd, Balcatta 6021, Western Australia.
Canada: RAFM Company, PO Box 62, Paris, Ontario, N3L 3E5.

All subject matter in *White Dwarf* is copyright of the publishers of *Games Workshop Ltd*.
All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. ©*Games Workshop Ltd. 1982.*
Dungeons & Dragons® and *Advanced Dungeons & Dragons*® are registered trademarks of *TSR Hobbies Inc.* *RuneQuest*™ is a registered trademark of *Chaosium Inc.*
Traveller™ is a registered trademark of *Game Designers' Workshop.* *Tunnels & Trolls*™ is a registered trademark of *Flying Buffalo Inc.*

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers.
Display advertising rates and trade enquiries are available on request.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double spaced on one side of the paper only.

WEAPONS for Traveller

by Bob McWilliams

Weapons seem to be a popular type of submission to Starbase; *the file has built up to such an extent that I thought we should devote two pages to them, rather than one page that* Starbase *normally occupies. So, here is a selection of reader's submissions in the usual* Traveller *format. Please note, however, that publication does not constitute an endorsement of any particular weapon — it is up to individual referees to look over a weapon carefully and decide if it is acceptable in his or her campaign.*

FLAMETHROWER
by Ian Brotzman

This is a primitive thermal energy projector fuelled by a ten-shot backpack. The second figure in the Ammo Price column is the cost to recharge the backpack. Flamethrowers are cumbersome and dangerous — the major problem is loss of pressure causing a blowback; to reflect this, attack the firer rather than the target on a natural 'to hit' roll of 2. Nevertheless, despite its drawbacks the flamethrower is a potent weapon for its tech level.

Damage is 6d6 on impact. Additional burn damage on a roll of 7+ is inflicted using the Armour DMs only, of 1d6 for an additional 1d6 rounds thereafter.

AUTOSHOTGUN
by Ian Brotzman

Automatic variant of the basic shotgun, using the Group Hits by Shotguns rule. The weapon fires four round bursts, and is banned at Law Level 3. Semi-automatic single shot fire is as basic shotgun.

HEAVY BODY PISTOL
by David Bell

A small pistol that fires the standard automatic pistol ammunition. It outwardly resembles a small automatic pistol but is manually cycled by pushing the barrel forward. The magazine holds 4 rounds and takes one combat round to replace, two if the user is evading. Player-Characters do *not* have any unearned expertise and will suffer from the Untrained Usage DM. This weapon cannot be effectively used one-handed.

Equivalent to the Semmerling LM-4 .45ACP, but slightly smaller since the *Traveller* Auto-Pistol is partly based on a 9mm weapon. See *Guns & Ammo,* June 1977 for the original.

SUBMACHINE PISTOL
by Stephen Simkin

Lightweight version of the SMG, which can be fired from the hip with one hand as well as two. It fires on automatic (five rounds per pull of the trigger) and single shot; the selection being made by heavy or light pressure on the trigger. Magazines are not interchangeable with SMG ammunition, the round being 9mm x 18mm. Replacement of an empty magazine requires one combat round, during which the firer is treated as evading.

SNUB RIFLE
by Ian Brotzman

This is a short-barelled, carbine development of the Snub Pistol. It fires 10gr bullets at up to 300 metres per second with the same warhead type availability as the pistol, and comes in two configurations, repeating and automatic. The repeating version has six chambers, fully selectable for type, and can fire once per combat round. Reloading takes one round, or two if the firer is treated as evading. The automatic version has a twenty round magazine inserted into the pistol grip. This magazine holds only one type of ammunition and takes one round to replace, during which the firer is treated as evading. First figures on the Statistics Table refer to the repeating version, the second figures after the slash to the automatic version.

STUN PISTOL AND STUN RIFLE
by Adam Walker

These weapons fire controlled charges of electricity and act by knocking out the target. Wounds are applied to one characteristic only. The second figure under Ammo Price is the recharge cost of the powerpack.

SHOCK DISABLERS
by Stephen Simkin

A weapon designed for hand to hand combat, particularly by starport personnel for stunning an opponent when reasoning fails. It consists of a pair of gauntlets with 20cm cylinders attached, below the arm. Thin cables run up the arm and into a socket on the backpack that supplies high frequency electricity. The points of both cylinders must be in contact with the opponent's body to complete the circuit. After three seconds, the shock is automatically cut out. *Note:* The pack must be turned on prior to use. Both the switch and a red 'on' light are situated on the left-hand glove. Wounds are applied to one characteristic only.

TONITE PISTOL AND CARBINE
by Steve Cook

Both of these weapons work according to the same principle. They both fire a purple ray of energy which explodes on impact. The power for this reaction is supplied from the magazine; hence the high cost. Both magazines take one round to change, during which the firer is considered to be evading. The pistol magazine fits into the butt of the gun whilst the carbine magazine is fitted behind the trigger guard.

Unfortunately, due to the nature of the weapon itself an inordinate amount of wear is caused on the barrel, necessitating frequent replacement. After a certain number of shots have been fired a negative DM is imposed (see statistics). Barrel replacement takes two rounds if the firer is considered to be evading, one if not.

The pistol is supplied with holster and spare barrel; the carbine with sling and spare barrel. Second figures on the Statistics Table are for spare barrels. Extreme range for the carbine is 2km.

These weapons are often used instead of lasers when weight restrictions are an important consideration.

Note: These weapons come from Asimov's stories, especially *Black Friar of the Flame.*

NEEDLE RIFLE
by Stephen Simkin

A heavy, bulky rifle that emits a high intensity laser beam, designed to be effective against Battle Dress as well as other armour. The power pack (holding 50 shots) is clipped to the top and incorporates sockets for accessories such as electronic sights. The second figure under Ammo Price is the recharge cost. The weapon is also fitted with a bipod; unless this is used it fires at a DM of -4.

PLASMA PISTOL
by Sean Masterson

This and the following two weapons are rumoured to have been found in various locations, possibly associated with Ancient sites — but who really knows? The Base Prices represent an estimate of their value if commonly available; in practice such artifacts might be worth many times this to Imperial research agencies or collectors. The Plasma Pistol appears to work on the same general principle as the PGMP, but with a clip-on power unit, and is much smaller.

WIPER
by Sean Masterson

This device is sensitive to the brain waves of any intelligent creature picked up by its jam-proof polarised sensors and may scramble the brain of the target, reducing the victim(s) to a vegetable. The Wiper is a pocket-sized, wafer-thin piece of black metal with colour-coded touch sensitive controls.

WARPER
by Sean Masterson

This small hand-held weapon creates a temporary (two combat rounds) space/time vortex which sucks the victim(s) within it to any place and any time the referee wishes. The effects may be minimal or extreme. ■

Weapons Statistics Table

Item	*Base Weight*	*Ammo Weight*	*Rounds/ Clip*	*Length Overall*	*Base Price*	*Ammo Price*	*Tech Level*
Flamethrower	5000	1000	10	950	450	200/100	6
Autoshotgun	4750	1250	16	1000	750	20	6
Heavy Body Pistol	500	100	4	100	1000	50	7
Submachine Pistol	1800	400	25	605	550	15	7
Snub Rifle	2000	60/220	6/20	600	400/450	15/50	8
Stun Pistol	950	500	50	175	750	1000/50	8
Stun Rifle	2050	500	50	850	1500	1000/50	8
Shock Disablers	2000	2000	15	260	1000	450/20	9
Tonite Pistol	1000/250	150	20	250/120	1500/500	200	12
Tonite Carbine	2800/650	500	30	700/480	3000/800	450	12
Needle Rifle	6000	3000	50	1100	8000	2500/50	14
Plasma Pistol	300	30	20	200	50000	20000	16
Wiper	100	—	—	120	1 million	—	17
Warper	150	—	—	90	1.5 million	—	18

Weapons Matrix

Attacker's Weapon	*Defender's Armour*						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Battle
Flamethrower	+5	+5	+2	0	+5	+3	-4
Autoshotgun	+8	+8	0	-3	+8	+3	-5
Heavy Body Pistol	+1	+1	-1	-3	+1	-1	-5
Submachine Pistol	+4	+4	-1	-4	+4	+1	-5
Snub Rifle,							
High Explosive	+3	+3	0	-2	+3	+1	-6
HEAP	+3	+3	+2	0	+3	+3	-2
Tranq	0	0	-2	-4	0	-2	no
Stun Pistol	+6	+5	+5	+4	+5	+4	-3
Stun Rifle	+7	+6	+6	+6	+7	+6	-2
Shock Disablers	+3	+2	0	-1	+2	-1	-5
Tonite Pistol	+2	+1	0	-1	-6	-3	-7
Tonite Carbine	+4	+2	+1	0	-4	-2	-6
Needle Rifle	+4	+4	+4	+4	-2	-4	0
Plasma Pistol	+3	+3	+3	+3	+3	+3	+2
Wiper	+4	+4	+4	+4	+4	+4	+2
Warper	+3	+3	+3	+3	+3	+3	+1

Range Matrix

Attacker's Weapon	*Defender's Range*						
	Close	Short	Medium	Long	Very Long	Extreme	Wound Inflicted
Flamethrower	-8	+1	+3	+6	no	no	see text
Autoshotgun	-12	+2	+8	-4	no	no	4D
Heavy Body Pistol	+1	0	-7	no	no	no	3D-3
Submachine Pistol	-3	+1	-3	-7	no	no	3D
Snub Rifle,							
High Explosive	no	+1	-4	-6	no	no	4D
HEAP	-2	+1	-4	-6	no	no	4D
Tranq	-2	+1	-3	-5	no	no	3D*
Stun Pistol	0	0	-2	-6	no	no	3D*
Stun Rifle	-2	0	+1	-1	no	no	3D*
Shock Disablers	0	-3	no	no	no	no	3D*
Tonite Pistol	-2	+3	-1	-6	no	no	4D-5
Tonite Carbine	-3	+3	+1	0	-2†	-5†	6D-4
Needle Rifle	no	-2	+3	+3	+1†	+0†	6D
Plasma Pistol	no	-3	+2	+3	+2	no	12D
Wiper	no	+1	+1	0	no	no	see text
Warper	no	0	+1	+1	0	no	see text

* Applied to one characteristic only (stun weapon).
† 2/3 wounds at Very Long, 1/3 wounds at Extreme ranges.

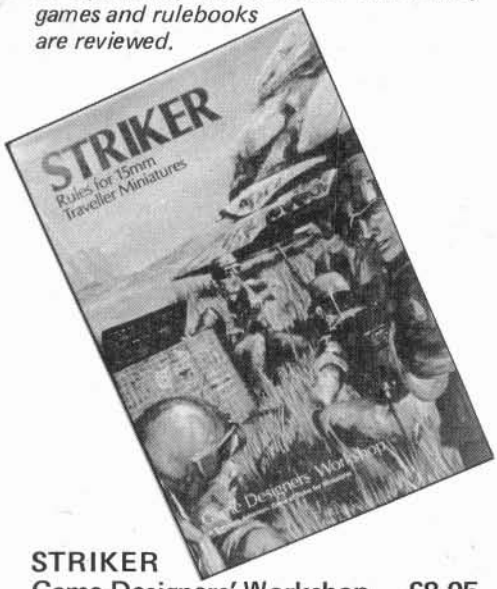
Required and Advantageous Dexterity Table

	Required Dexterity Level	Required Dexterity DM	Advantageous Dexterity Level	Advantageous Dexterity DM
Flamethrower	4	-1	9	+1
Autoshotgun	5	-2	9	+2
Heavy Body Pistol	9	-4	12	+1
Submachine Pistol	7	-2	10	+2
Snub Rifle	6	-2	9	+1
Stun Pistol	7	-3	11	+1
Stun Rifle	7	-3	11	+1
Shock Disablers	8	-1	11	+1
Tonite Pistol	7	-2	10	+2
Tonite Carbine	6	-2	10	+2
Needle Rifle	7	-1	10	+1
Plasma Pistol	9	-2	12	+2
Wiper	5	-1	8	+1
Warper	7	-1	9	+1

Barrel Wear DMs for Tonite Pistol and Carbine

No Shots	*Tonite Pistol*	*Tonite Carbine*	*No Shots*	*Tonite Pistol*	*Tonite Carbine*
5+	-1	—	25+	no	-1
10+	-2	—	30+	no	-2
15+	-3	-1	45+	no	-3
20+	-4	-1	60+	no	no

In Open Box, *science fiction and fantasy games and rulebooks are reviewed.*



STRIKER
Game Designers' Workshop £8.95

Striker is the latest addition to the *Traveller* universe; it is a set of rules for tabletop miniatures battles in a science fiction setting, using either 15mm or 1/285 figures and models with a ground scale of 1mm to 1m and a time scale of 1 turn equals 30 seconds.

The box contains two dice and four booklets; Basic Rules, Advanced Rules, Equipment, and a small pamphlet of vehicle design tables. The game is played in turns, divided into phases: Command Phase – both players decide what orders or functions their officer and NCO units will give or perform.

First Player Movement Phase – the first player moves his units. Units within 100m of the enemy and able to see them then check morale.

First Player Fire Phase – the player who has *not* just moved fires his units, including artillery, at the units of he player who *has* just moved. The moving player then gets to make direct fire attacks back. Units taking casualties then check morale.

Then the second player takes his turn after which there is the Panic Morale Check Phase.

The rules stress heavily the problems of command and communication. Troops are divided into three initiative classes; those with high initiative basically think for themselves, and can be moved by the players at will; units of average initiative will follow orders and units of low initiative have to be led by the hand. I found this aspect of the rules most believable and enjoyable; the player gains real benefits from spreading his more experienced soldiers around to stiffen the recruits and allow them to (a) follow orders and (b) not run away screaming the first time someone is hit. Further, since it takes several turns to give even the simplest of orders, players find themselves setting up nets of conditional orders executed by a codeword or special circumstances. The stress on the difficulty of controlling troops successfully gets across the feel of being a small unit commander, as far as I can tell without having been one.

Movement and sighting are fairly standard; melee and fire combat are handled using a very clean and believable system – each weapon has a penetration rating, and each type of protective armour a defence rating; the two are respectively added to and subtracted from a 2d6 roll to determine if, and how severely, a figure has been wounded.

As each individual soldier must be monitored, the game is fairly slow-moving. Although the rules suggest forces be several dozen to about a hundred troops, with artillery, vehicle, and air support, I find it more suitable for skirmish actions with perhaps a section or two of men and maybe a couple of vehicles, since that represents the limit of the record-keeping and waiting I'm prepared to handle.

The range and lethality of the weapons involved mean that forces usually choose to meet each other in areas with lots of cover, which they promptly hole up in and snipe at each other from. This is realistic, and when combined with the difficulty of controlling your troops, nerve-wracking at times.

The advanced rules bring in ammunition supply, nukes and chemical weapons, combat engineering, and similar options; also presented are a set of campaign rules concerning repair, support, and recovery of wounded, and a section allowing the user to integrate the system with both *Mercenary* and basic *Traveller*.

I have mixed feelings about the last two booklets, which cover the design and construction of every type of vehicle, aircraft, weapon system or missile a player could wish for. The design is a long and complex process, and I was disappointed to see so few examples presented. Since the players will be company commanders at best, they rarely have the chance to design their own equipment – so this burden falls on the referee (the rules suggest a referee, but I find it's possible to play without one). It might have been sensible to give a booklet the same size, but filled with examples rather than design algorithms – typical vehicles of each tech level.

As with any rules set, there are some errors. There are some discrepancies in the personal weapons table, notably the price of SMGs and laser power packs; helicopters for some reason have a completely different design procedure than other vehicles; and so on. The point which worries me most is that the sample vehicles, carrying half a dozen men each, range up to 50 feet long and 400 tons weight. Even for antigravity vehicles that seems excessive; I'm hoping it will turn out to be a typo when I check the designs through. Issue 12 of the *Journal* has a list of errata in the first edition of *Striker*, and may be worth a look.

I suspect many people will be interested in this work simply because it covers and integrates all the elements of the *Traveller* combat environment for the first time, and allows vehicle design – although the game *is* enjoyable in its own right, and perfectly playable as a stand-alone set of miniatures rules; however, referees and players do have limited time available, and I for one prefer to spend it playing rather than designing tanks. The clean simplicity of *Traveller* is getting lost in a maze of calculations. Still, *Striker*, is believable and fun.

Overall: 6 **Andy Slack**

DUNGEON MODULES A1-4

A1 Slave Pits of the Undercity	**£2.95**
A2 Secret of the Slavers Stockade	**£3.50**
A3 Assault on the Aerie of the Slave Lords	**£2.95**
A4 In the Dungeons of the Slave Lords	**£3.50**

TSR

The A modules were originally used as the *AD&D* Open Tournament at Gen Con XIII in 1980. A1, A2 and the first part of A3 provided the first round, the second part of A3 the semifinal and A4 the final round. The modules have since been expanded to facilitate campaign play. For those interested in recreating the competition the original areas have been clearly marked (on the maps and where applicable in the text) and a scoring system has been included.

Each A module is a self contained adventure leading logically to the next and the availability of adventures for characters of levels 4-7 is a welcome addition to *TSR's* catalogue. Intended for use on *TSR's World of Greyhawk* they can easily be plugged into any existing campaign setting. For years the slavers have raided coastal settlements on the Sea of Gearnat, carrying their victims off into the night. Resistance from rulers of the afflicted lands has been piecemeal; the occasional sea battle backed by bribery and the slow fortification of towns. Recently attacks have increased, with whole towns and villages destroyed as the slavers lay waste to the coast in their search for victims. In order to put an end to the slavers, the rulers send groups of adventurers to seek out the Slave Lords.

All four modules are located in the Pomarj, once a flourishing land, now overrun by tribes of evil monsters. The search for the slavers commences in the ruined city of Highport. Module A1 deals with the slavers' base, a ruined temple on the edge of the city. Information discovered in the temple leads the party into the wasteland of the Drachensgrab Hills to the slavers

stockade. Pursuing further clues the party is led to the *Aerie of the Slave Lords.*

As can be expected from tournament scenarios the modules are tough and require skill from both DM and players. The first round modules are mainly combat orientated as the party struggles to destroy the strongholds of slaver power. They do contain a few surprises for those who forget that *AD&D* is more than hack and slash. A3 details the slavers' hidden city of Suderham. A4 is in my opinion the best of the four; it is packed with intriguing situations and requires a thoughtful and subtle approach.

DMs running the modules need to be flexible; room descriptions in the tournament areas are often given for only one of the available entrances existing in campaign play. Once play commences it is incumbent on the DM to rearrange the occupants of rooms as these are not passive dungeons, the inhabitants react quickly and intelligently to intruders. In order to avoid heavy party attrition players will have to be on their toes as certain areas are designed to kill the unwary or the foolish.

Each module has been written individually using the slavers as a common theme. This has worked well ensuring different approaches from the authors and new monsters for use in each of the modules. The ideas contained in these dungeons will be a source of inspiration to DMs even if they are never played.

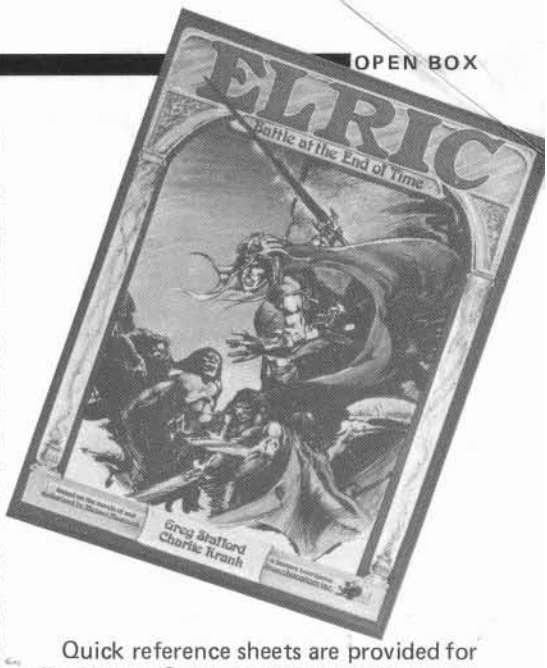
Unfortunately the series is not without flaws. As *TSR* increases its output of material standards are declining. There are numerous errors in the text and on some of the maps. On page 14 of A2 part of a sentence has been omitted, though the meaning can be gleaned with a bit of thought. The characters provided for tournament use are riddled with errors and the errors change from module to module. I would advise any one using these to check them very closely. Editing has not been done very scrupulously in the case of modules A3 and A4. It is the designers intention in A3 that one of the NPCs should reappear in A4, when A4 is checked for this character he is discovered under a different name and with different magic items. This is a mistake of the worst kind and these modules should never have been released with such errors. Let's hope that in future editions these mistakes will be rectified as they detract from an otherwise excellent offering.

Overall: 7 **Jim Bambra**

ELRIC
Chaosium Inc **£14.95**

This boardgame is an updated version of *Chaosium's* earlier release of the same name. Players manoeuvre armies, fleets and personalities across a map of the Young Kingdoms. The goal is possession of Imrryr capital of decadent Melnibonė, the only key to which is the capricious and disillusioned Elric. Players must seek aid both magical and mundane, attempting to amass sufficient force to impress and retain Elric. Then they must assault Imrryr, fending off jealous rivals and maintaining the balance between Law and Chaos. If Elric, and hence Imrryr, are beyond a player's power to take, then judicious use of Chaotic or Lawful magic and a little luck can cause the Cosmic Balance to tip, precipitating the End of the World. Victory then goes to whoever is in position to make best of the way it ends.

This just scratches the surface of possible conditions occurring in the game. There are many ways to win and all of them race against time. Events from Moorcock's books, on which the game is based, are faithfully reproduced to maintain the flavour of the mythos and at the same time enhance play. A game should last no more than an evening, even though play is slowed a little by players taking separate turns to move and combat. Movement, combat and magic are straightforward and easy to pick up, though the rules contain an annoying number of ambiguities.



Quick reference sheets are provided for all players. Game counters are large and sturdy. Both the map and the counters are bright and colourful, perhaps a little too much so, and are illustrated in caricature style. Slicker and more sombre artwork would have suited the mood of the original stories rather better. As a bonus for FRP gamers, the map is ideal for *Stormbringer, Chaosium's* role-player on the same subject (which has its own map, but not as large or colourful).

All in all an enjoyable game, recreating the books quite successfully, though a little slow to play and subject to a fair degree of chance.

Overall: 7 **Murray Writtle**

GRIMTOOTH'S TRAPS
Flying Buffalo Inc **£3.95**

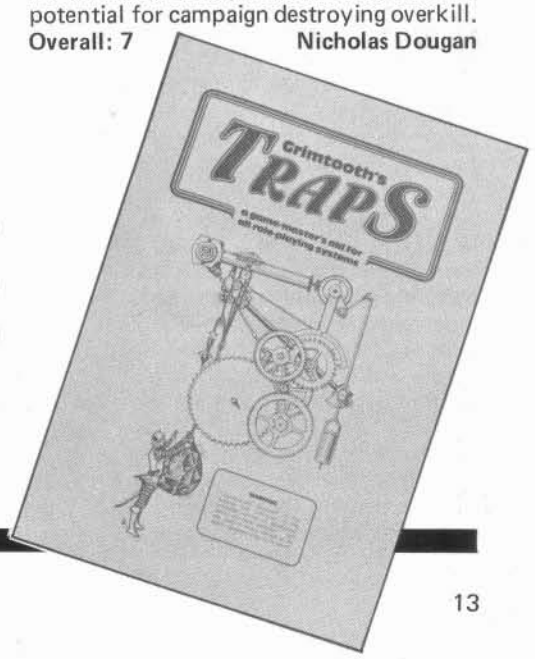
In this 54 page, A5 booklet there are 101 new ideas for pits, traps and tricks, with which the Games Master of any FRPGs can bewilder, – or kill – his dungeon delving players. Each trap, trick or whatever is fully described, and where appropriate, neatly illustrated, but, to preserve the universitality of its use, no references to the mechanics of any particular game are made: instead, sufficient note space is left in the margin for exact probabilities and effects to be determined by the individual GM – though the concepts of death, mutilation and amputation are common to all games, and a likely result from most of the traps.

In fact, though the effects of traps vary from mild confusion and irritation to the possible elimination of the whole party, most of the traps seem likely to kill one member of the party pretty thoroughly, and convince the rest to go elsewhere. However, a 'deadliness rating' is provided for each trap – something which seems to be of dubious accuracy, or necessity.

There are Room, Corridor and Door traps, and item traps which provide a more imaginative sting in the tail of a treasure hoard than the standard cursed items. Some are entirely automatic, whereas others are manned, willingly or not, by monsters. (Though they look all right on paper, I don't think Newton or Einstein would be very impressed by the mechanisms of some of the traps. It's about time someone researched the spells of *eliminate friction, supercharge spring*, and *magic motor* that might make them go).

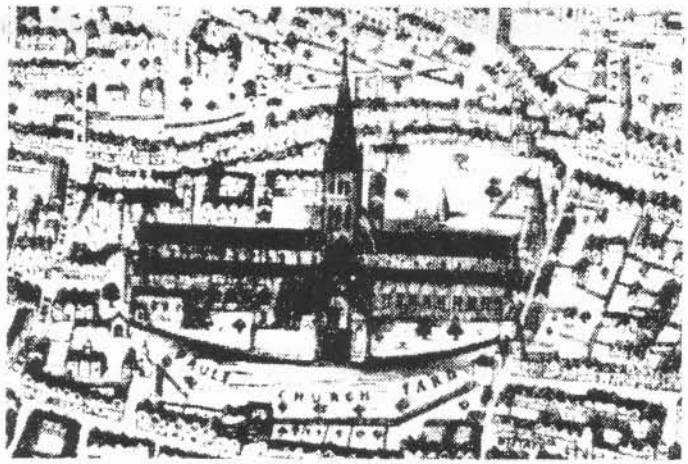
Although perhaps a little expensive, *Grimtooth's Traps* is none-the-less a demon-send for the referee who is always looking for that extra special trap for the next level. Be cautious, though: there is therein the potential for campaign destroying overkill.

Overall: 7 **Nicholas Dougan**



The Town Planner

by Paul Vernon



PART III: RUNNING TOWNS AND CITIES

Government and Customs

All towns and cities would be, to some degree, centres of government, ranging from a capital city to a small town managing some of its own affairs. The form of government would depend on the type of state in which the town/city was situated, but for the purpose of this article, only those forms which existed in medieval England will be considered.

At one extreme, the whole place could be under the control of one individual – a king, noble or ecclesiastical lord. The feudal system of government was very simple in that it was based upon the running of a castle. In charge of the hall, where the lord ate, would be the steward and master butler, while the bedchamber would be the responsibility of the chamberlain and the treasurer (the lord's treasure was often kept under the bed!). The chapel would be in the care of the chancellor, while the constable and marshal would look after the stables (and kennels) and the castle's defences respectively.

In practice, the responsibilities of the lord's officers were much more far reaching. The steward, for example, would manage the lord's estates with underlings to handle the day-to-day tasks; the lord's chamberlain might be responsible for tax collection; while the master butler might be in charge of a town's trade and the marshal, its defences. A king's officers would be powerful nobles and would serve him in the administration of the state. Similarly officers of a lesser lord would help administer his fiefs, including towns and cities if he held any.

Townsmen would generally have some say in their affairs, though this might be limited to their having a Merchant Guild, often seen as representing the town as a whole but originally intended to regulate the town's trade. Initially, entry to the guild was open to any burgess who paid the fee and swore an oath of loyalty. In many places, only guildsmen could sell goods by retail. The guild would collect tolls from non-members and the rents from market stalls and shops, as well as the charges for the use of the town's standard weights and measures. The guildsmen elected their own officers, chief of whom was the alderman.

Alternatively, the townsmen could be responsible for collecting their own taxes, and for appointing the reeve who accounted for them yearly at the exchequer of the overlord. Further moves towards independence might be a town's incorporation, which meant that the town had a legal existence of its own and could sue, be sued, hold property in its own right and issue by-laws; or a town becoming a county borough, in which case it would have an elected sheriff with his court and officers and would be treated differently from the surrounding countryside. As a town's independence increased, new offices would be created or merged with existing ones – the alderman of the Merchant Guild might be merged with the new office of mayor. There was no standard form of government, though there were a number of offices.

The mayor symbolised a town's unity, though mayoral elections were often accompanied by riots! He presided over major public occasions accompanied by his sword-bearer and sergeants-at-mace bearing the borough regalia. The mayor would be aided by bailiffs who had financial and legal responsibilities to the king or overlord, even if they were appointed by their fellow townsmen. The titles of bailiff, reeve and portreeve were generally interchangeable (a port was *any* trading town, not just those with access to waterbourne trade), and these officers presided over courts and collected taxes and tolls. Some towns dispensed with mayors and were ruled by two bailiffs. In county boroughs, the bailiffs were often replaced by the sheriff. A chamberlain or steward might be at hand to look after the town's money and they would rank high in the civic hierarchy.

Town officials might also have sworn councils to supervise or advise them, generally of 12 or 24 members including the officials themselves. These councillors went under various names: jurati, aldermen, portmen, or chief portmen, for example. In many boroughs, aldermen were responsible for separate wards and kept the peace in them with the aid of their constables. There might also be a recorder (professional law officer); one or more coroners appointed to keep records of crimes pending the arrival of the Royal Justices; and a town (or common) clerk and a sheriff's clerk recording town, council or court business, supervising election procedures, etc. These might have been career officials or have served compulsorily under threat of fine.

There would also be lesser officials, some paid and some not, including beadles, ale-tasters, sealers, searchers, weighers and keepers of the market, ferrymen and porters, clock-keepers and criers, paviours, scavengers and street-cleaners, gate-keepers and several ranks of watchmen.

These officials could be appointed in a number of ways: by the 'congregation' of the whole town; by the council; or by a two-tier system with the council choosing from those put forward by the town's congregation. The posts might be held yearly or on a lifetime basis. There might also be concentric rings of government with a common council and one or more inner councils.

As an example, when the king granted Ipswich the right to collect its own taxes, the town's congregation elected two bailiffs and four coroners to manage its affairs. Two beadles were then appointed to work under the bailiffs, their duties being to make arrests, distraints , etc, while one of them also had charge of the prison. The bailiffs were elected to serve for one year, but no fixed term was set for the other offices and no provision was made for electoral meetings. (In some towns, important posts became almost hereditary.) The bailiffs and coroners then chose four lawful men from each of the town's parishes, and these in turn chose the 12 chief portmen to govern and maintain the borough and its liberties, render judgements, and decide what was useful to the town with the advice of their peers. Ipswich also had a common clerk (who absconded with the town's records in 1272!) but does not seem to have had chamberlains until 1320.

Town crafts might be regulated by craft guilds which were generally viewed unfavourably by oligarchic town councils who preferred to regulate the crafts themselves. Town governments dominated by cloth-dealing entrepeneurs would try to keep weavers and fullers in economic subservience, for example, or try to get their guilds' royal charters rescinded. Craft guilds also had social and religious functions. They often had their own chapel

dedicated to the patron saint of their craft, operated what amounted to sickness and insurance schemes for their members through mutual charity, and functioned as associations for general sociability and drinking as well.

Land in the towns was held by burgage tenure. A yearly rent was paid to the owning lord and, unlike rural areas, no onerous services were due. Also the leases on land were freely transferable.

It must be decided what rights were enjoyed by burgesses, and who qualified for them. Often, only Merchant Guild members were free from tolls, but in other cases it was a right of all burgesses, and there were various ways of qualifying as one. Living unchallenged within the borough for a year and a day could be enough to gain burgess status. Alternatively, it might be necessary to hold land in the borough and pay 'scot and lot' (the full dues of householders) or to be a member of a crafts guild after having served an apprenticeship, or to buy burgess status for a lump sum.

If the townsmen had some say in the government, tolls would be light upon raw materials and those goods which the town itself could not provide, but heavy on goods from competing towns. The toll of an overlord would be more arbitrary, as his main interest would be to increase his income by any means possible.

Special tolls might be in operation against foreigners (ie non-burgesses) or the burgesses as well, such as *murage* for the building or repair of town walls, *pavage* for paving the streets, or *pontage* to pay for the building or upkeep of bridges. *Tallage*, an arbitrary direct tax, might be levied occasionally, either on non-burgesses or upon the town as a whole, the proceeds going to either the king or the town itself. Many towns had different levels of tolls for natives of different places.

There are also various religious, social and local customs (marriage and so on) to be decided. Books on folk customs can be a rich source of ideas on these.

Law and Order

There were three main types of law court in medieval England: church courts, baronial courts and king's courts. The church courts generally gave lighter penalties, but were only open to churchmen, though even church door-keepers could be counted as such. The baronial courts ranged from ordinary manor courts to those of the greatest barons. Manor courts only dealt with minor offences, such as breaches of the assizes of bread and ale, minor assaults, etc. They could not deal with cases of murder, arson and robbery, for instance, though some great barons were empowered to do so. Where lords did not have a right to a manor court, the minor cases went to the hundred courts (a hundred being a division of a county) held twice yearly and presided over by the county sheriff.

The shire or county courts were presided over by the sheriff with judgement by a jury of 12 freeholders of the county. To prevent sheriffs abusing their powers, especially when they were also important barons, they were replaced by officials of lower rank, and royal judges were sent on tour to try important cases.

Most boroughs would have their own court, the borough moot or portmanmoot, though sometimes they remained under seignoral control as though it were a manor court. These would be concerned mainly with trading disputes, weights, measures, tolls and penalties connected with these, enrolment of deeds concerning town properties, enrolment of probate wills, wardship of orphans, widows of burgesses and their rights, and with nuisance cases such as gutters and party walls, etc. Serious crimes, except where the criminal was caught in the act, would usually be reserved for the Royal Justices, though some towns had the right to have burgesses tried within the town by an all-burgess jury. The borough moot was later joined by various subordinate courts such as the sheriff's court or the mayor's court, which dealt with the increasing volume of commercial cases. In some towns, the wards had their own courts under their alderman. The ward courts dealt with policing, defence, public hygiene, and so forth.

In medieval times, the ideal case would be where the criminal was caught in the act and run down by a 'hue and cry', in which case he would be punished without trial. Hearsay evidence was also valued, and when the Shire courts were in session, 12 local men would present the sheriff with the robbers and murderers of the locality. The sheriff would have the suspects apprehended, but as he was not empowered to deal with such crimes, would pass them in turn to the Royal Justices when they came around. However, hearsay evidence was not enough to condemn anyone. Suspected criminals, therefore, were tried by ordeal or combat, so that God could decide their guilt or innocence. Townsmen, however, soon attained the right to defend themselves against criminal charges by oath rather than battle, and as trial by ordeal became less popular, so trial by jury became the norm.

Similarly, in civil disputes (which mostly concerned land rights) trial by combat, which could be between champions in these cases, was increasingly superceded by the sheriff's empanelling juries of local men to decide upon the outcome.

Needless to say, the punishment for serious crimes would be severe – death, mutilation or blinding – though fines would be imposed for the less serious offences tried in the borough courts.

The above points are given more as a source of ideas than as hard and fast rules. To run a town successfully, however, the DM must have some idea of who runs it, what the customs are, what laws are in operation, which courts deal with transgressors, and what penalties are meted out. Also, it must be decided whether the townsfolk deal with those matters themselves or whether professional law and government officials are paid to do so.

'Built-In' Adventures and Rumours

Possible adventures can be written into the fabric of a town, in addition to the regular 'ghouls-in-the-graveyard' type adventure. These could be on an individual basis, concerned with ambition, rivalry, revenge and/or the righting of real or imaginary wrongs. The roots of these disputes could be land, property, family, mercantile interest or position, whether it be rivalry over the guildsmanship of the bakers or the mayorality of the whole town. The more important the position in question, the more scope there is for factionalism in the town itself.

There could also be conflicts between interest groups: fishermen vs fishmongers, inter-guild conflict over trading rights, burgesses vs non-burgesses, journeymen vs masters, or conflict between weavers and fullers, on one hand, and cloth merchants on the other. If the town is multi-racial, multi-national or multi-religious, conflicts can arise. If the town is still in the control of an overlord, the burgesses might be campaigning to extend their rights and liberties, and *any* town's government would have its opponents with views that could bring them head on with the authorities. Established rights may be being eroded, such as landowners enclosing lands that burgesses have the right to graze animals on at certain times of the year.

The most common way of introducing these urban adventures is through rumours, but these must be handled with care. It is far better to have rumours tied down to specific locations/personages than to have them broadcast indiscriminately by inappropriate people in inappropriate places. Naturally, the best places to pick up rumours would be those where a fair number of people gathered, such as markets, inns, or taverns, though shops or individuals might also furnish them occasionally. Rumours picked up should be of interest to those mentioning them and/or those about which they could have some knowledge. A beggar in the slums, for example, would be unlikely to have knowledge or be interested in the goings on in the duke's bedchamber. Talk overheard in taverns and markets should concern the locality and people frequenting the place as well as the strange comings and goings of folk nearby. At the Weaver's Rest, for example, derogatory remarks about tight-fisted cloth merchants might be heard, while at the inn frequented by the Merchant Guild, the topics under discussion might be the outrageous demands of the weavers and fullers and how they are threatening to ruin the cloth trade!

The Urban Calendar and Other Events

A calendar of regular events needs to be drawn up so that players might hear about forthcoming events. Weekly events would include the various market days and minor religious ceremonies, while the sessions of the less important courts (perhaps with trials by combat) and more important ceremonies might occur monthly. The most important courts, where criminals could be tried, would occur every three to six months.

The yearly events would reflect the cycle of the agricultural life of most towns. All burgesses could graze animals on the▶

▶borough lands after the harvest, for example, and there could be festivals to celebrate this. Certain fairs, such as the wool fair, take place in the wake of the specific agricultural events. Not all fairs would be concerned with trade, however. There might be a yearly job fair where apprentices were taken on and journeymen gathered with the tools of their trade in the hope of finding a master for the following year.

Other yearly events could be the election of town officials, and a parade by the town militia. There might be one or two carnivals, perhaps of religious significance such as the performing of mystery plays by the various crafts guilds. 'Cultural' events could include tournaments, games, races, gladiatorial contests, bards or dramatic contests and so forth. Each regular event would be accompanied by an influx of appropriate visitors to the town.

Provision should also be made for one or more random events to occur each week, and if they were worked out in advance, player characters might be able to get advance warning of some of these. Examples of these possible events are: outbreaks of banditry/piracy in the area accompanied by a call to arms or recruitment for a punitive expedition; visits to the town by important religious/civic personages; government proclamations about new laws or special measures; plague, fire or flood with possible *tallage* being levied to help alleviate the damage; the arrival/departure of caravans/ships; strikes/riots in connection with food shortage, peasant/labour unrest; criminals could be caught/escape/executed; criminal plots could be uncovered and initiate a house-to-house search; speculation in the town treasury; crop damage/failure; and plots could be uncovered in connection with interest, craft or political groups. Finally, events could occur which affect the town's dignitaries and denizens, such as marriage, death, robbery, kidnapping, murder, a stroke of good/bad luck in business, etc. Provision can be made for these to also happen to resident PC's. Naturally, the less serious events would be more common and their nature will depend on the type of town.

Urban Encounters

Two things must be determined about any urban encounter: its exact nature and the NPC's involved. A separate table is needed for each. The encounters would vary both with the time of day and the area of the town, and the tables should reflect this. The different quarters (main routes, docks, merchant quarters, etc) might each have a separate column in each table, subdivided into two to four different times of day. It is important that each area has its own distinctive flavour. Meticulous DMs might have a column for each street.

Apart from encounters deliberately initiated by the DM in connection with an adventure, there are three main types. With those initiated by the player characters themselves, the players know the form that the encounter should take – even if the DM doesn't! – and the only thing to be determined is who is around for them to talk to. This is dealt with below. The encounters covered in the first table are those where the players observe something and choose whether to become involved or not, and those initiated by NPCs initiate themselves. Things observed could be assassination attempts, boisterous behaviour (from nobles racing down the street in chariots to apprentices rolling one of their number along in a barrel as part of an initiation ceremony) and so forth. Reasons why NPCs might approach players could be to accuse them of something, to ask the way, to ask their help, offer employment, or even just because they are lonely and want someone to talk to.

Types of Encounter

	Main Routes				*Dock Area*			
Type of Encounter (d100)	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
Party observe:								
Argument	1-2	1-5	1-3	1-2	1-4	1-6	1-4	1-3
Assassination attempt	-	6	4-5	3-4	-	-	5	4-6
Boisterous behaviour	-	7	6-8	5-6	5	7-8	6-9	7-9
DMs choice			DMs choice					
Type of Encounter (d100)	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
NPC approaches to:								
Accuse	51	48-49	49-50	47-49	61	62-63	61-63	61-64
Ask way	52-58	50-57	51-55	50-55	62	64-65	64	65-66
Befriend	59	58	56-57	56-59	63	66	65-67	67-70
DMs choice				DMs choice				

The first thing to determine about any NPC encountered is whether they are residents (of the street/area), natives (of the town but not the area), or strangers to the town. There should also be various chances as to their sex and whether they are drunk.

The sensible keying of the town directory and map helps with encounters. The directory should be keyed in order of social level, with those of similar occupation grouped together in each section. The map should be keyed not only to the directory, but also to each street or quarter in the town. If this has been done and the encounter calls for one or more residents, a house number in the appropriate street or area can be randomly determined and by consulting the building's town directory number, the resident(s) can be brought into play. If the NPC is a native, the lower section of the second table must be consulted to determine his/her social class. The town directory can then be used to randomly select a member of that class. The native could turn out to be a resident.

Strangers to the town can be treated similarly to residents to determine their social class and/or occupation. The calendar will determine whether there could be any event which has brought them to town, or they could be on business, visiting relatives or friends, stopping over en route to somewhere else, etc. They would be most often found on the main streets.

NPCs Encountered

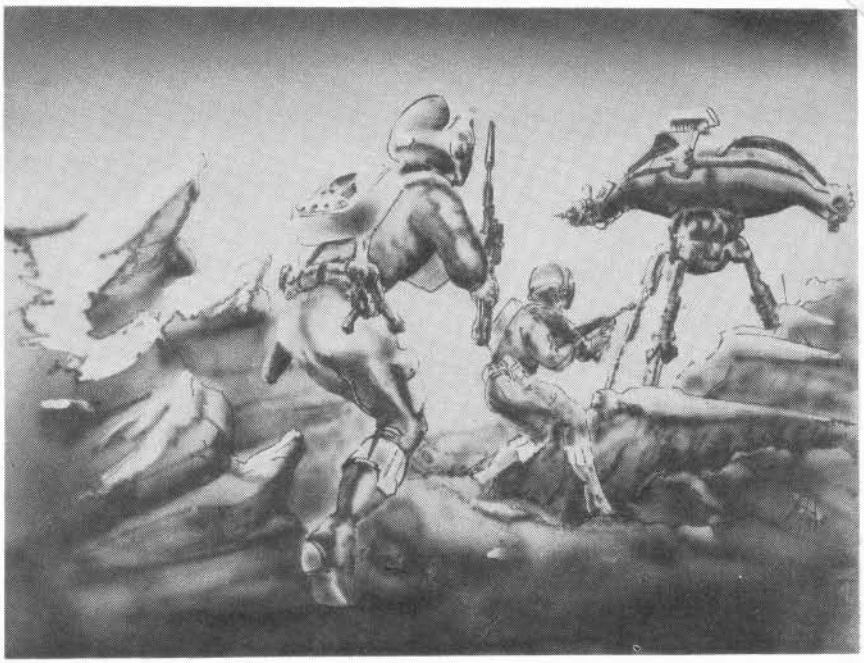
	Main Streets				*Dock Area*			
	Morning	*Afternoon*	*Evening*	*Night*	*Morning*	*Afternoon*	*Evening*	*Night*
Resident	1-5	1-2	1-3	1-4	1-8	1-4	1-7	1-8
Native d12	6-11	3-7	4-9	5-10	9-11	5-9	8-10	9-11
Stranger	12	8-12	10-12	11-12	12	10-12	11-12	12
Female (Chance	40%	50%	30%	10%	35%	30%	40%	30%
Drunk on d100)	5%	10%	30%	50%	10%	20%	40%	60%
Social Class (d100) (No appearing)								
1	1-30 (1-20)	1-30 (1-20)	1-15 (3-12)	1-10 (3-12)	1-40 (2-20)	1-30 (2-20)	1-45 (4-16)	1-50 (3-12)
2	31-45 (1-20)	31-40 (1-20)	16-23 (2-12)	11-20 (2-12)	41-55 (2-20)	31-45 (2-20)	46-60 (4-16)	51-65 (3-12)
3	46-55 (1-12)	41-50 (1-12)	24-30 (1-10)	21-30 (2-8)	56-65 (2-12)	46-55 (2-12)	61-70 (3-12	66-75 (2-5)
4	56-60 (1-12)	51-57 (1-8)	31-39 (1-6)	31-40 (1-6)	66-70 (2-12)	56-60 (2-12)	71-75 (3-12)	76-79 (2-5)
5	61-64 (1-10)	58-62 (1-8)	40-46 (1-6)	41-53 (1-6)	71-75 (2-8)	61-65 (2-8)	76-79 (2-5)	80-81 (3-6)
etc				etc				
10	87-92 (1-4)	85-90 (1-4)	84-87 (1-6)	79-81 (2-5)	94-95 (3-6)	93-94 (3-6)	90 (3-8)	83 (1-8)
Townwatch	93-99 (2-8)	91-96 (2-8)	88-95 (2-12)	82-93 (2-16)	96-97 (2-12)	95-97 (2-12)	91-95 (2-16)	84-90 (2-20)
Thief	99 (1-2)	97-99 (1-4)	96-98 (1-3)	94-97 (1-6)	98-99 (1-4)	98-98 (1-4)	96-99 (1-6)	91-98 (1-8)
Other Character Class	100 (1-4)	100 (1-4)	99-100 (2-8)	98-100 (2-8)	100 (1-4)	100 (1-4)	100 (1-6)	99-100 (1-8)

Because the DM has no way of knowing in which areas urban encounters will occur, it is difficult to pre-roll the encounters, but a few lines of the relevant types of dice throw should be noted down before play begins and the appropriate tables consulted when the need arises. For example, suppose that the first number in the list for the types of encounter is 6, and that the first line of pre-rolled figures for the NPCs encountered is – 9, 27%, 74%, 47. Now, suppose that the party is walking down one of the main streets when an encounter occurs. Using the example tables, a 6 on Table 1 tells us that the party witness some boisterous behaviour. Looking at Table II, the figures we have tell us that the parties involved are natives of the town, female, not drunk, and of social class 6. A die roll tells us there are four of them, and from the town directory we find that they are the wife, two teenage daughters, and maid of a master stonemason. Hardly the types for boisterous behaviour, so more likely to be on their way to/from friends, though they might be the *victims*. The next row of figures (11, 43%, 14%, 27) gives strangers, male, drunk, and of social class 3 (more like it!). A die roll gives 7 of them, and a look at the town directory and calendar tells us that they are journeymen leather workers in town for the annual beer festival, and are making ribald comments and gestures at the expense of the four ladies. What the player characters do now depends on whether they are gentlemen or not!

As a further example, suppose that the figure we have for Table I is 67, and those for Table II are 6, 83%, 47%, 82. The party are on some nocturnal escapade in the dock area when an encounter is called for. From Table I, we see that some NPC(s) want to befriend the party; Table II tells us that the NPC(s) is resident, male, and drunk (the last number being inapplicable as the NPC is a resident). There are 20 houses in the street in question, a dice tells us the NPC(s) come from no. 14 – they turn out to be Shadowjack (a pawnbroker/thief who makes most of his money stealing goods from dockside warehouses) and his cronies. So are they *really* drunk? And are they *really* friendly? ■

GUNS FOR SALE

by Steve Cook



Starbase *is a regular department devoted to readers' ideas for* Traveller, *edited by Bob McWilliams. This issue, we look at a weapons availability system.*

At the start of many adventures players wish their characters to go down to the nearest hardware store and buy a couple of FGMP 15s for their forthcoming 'Trade Mission'. A problem many referees face is whether the weapons would be available to the player-character. The following system is designed to calculate the chance of a particular weapon being available, any variation in cost and the waiting time.

Weapon Availability

The figure quoted below is the base chance of that weapon being available at the minimum possible Tech Level, at the maximum legal Law Level (that is one before it is made illegal), in a specialist gun shop. It includes the weapons found in the article elsewhere in this issue.

Base Chances:

Accelerator Rifle	50%	PGMP 12	2%
Adv Cmbt Rifle	40%	PGMP 13	2%
Assault Rifle	60%	PGMP 14	1%
Auto Canon	1%	Plasma Pistol	No
Auto Pistol	55%	Pike	40%
Auto Rifle	35%	RAM GL	25%
Auto Shotgun	30%	Revolver	70%
Bayonet	75%	Rifle	55%
Blade	75%	Shock Disablers	20%
Body Pistol	60%	Shotgun	70%
Broadsword	45%	SMG	35%
Carbine	60%	Snub Pistol	50%
Cutlass	55%	Snub Rifle	35%
Dagger	95%	Spear	60%
FGMP 14	1%	Stun Pistol	30%
FGMP 15	1%	Stun Rifle	25%
Flamethrower	5%	Submachine Pistol	40%
Gauss Rifle	25%	Sword	50%
Halberd	40%	Tonite Pistol	20%
Heavy Body Pistol	40%	Tonite Carbine	30%
Laser Carbine	20%	VRF Gauss Gun	1%
Laser Rifle	20%	Warper	No
LAG	40%	Wiper	No
Needle Rifle	10%		

Note: These figures may seem to be strange but it should be born in mind that they are for the minimum Tech Level. No means none for sale.

The resultant figure should be amended as follows:

Per Tech Level world is above minimum for weapon (max +50%)	+10%
Per Tech Level world is below minimum for weapon	-15%
Per Law Level world is above maximum for weapon	-25%
Per Law Level world is below maximum for weapon (max +30%)	+10%
If purchased at a non-specialist shop, eg. hunting shop	-15%
If purchased at a general shop	-35%
Per level of Streetwise skill character has	+10%
If purchased on the Black Market:	
Per Law Level world is above max for weapon	+15%
Per level of Bribery skill character uses	+10%

These Black Market adjustments are used in addition to the normal adjustments.

Weapon Prices

The cost should be modified as follows:

If purchased at a non-specialist shop, eg. hunting shop	+10%
If purchased at a general shop	+30%
Per Law Level world is above maximum for weapon	+15%
Per Law Level world is below maximum for weapon	-05%
Black Market:	
Per level of Bribery skill character uses	+10%
Per Law Level world is above maximum for weapon	+25%
Per level of Streetwise skill character has	-05%

To calculate the waiting time (time for the shop to get the gun etc.) roll percentage dice:

01 – 50	No delay – available straight away
51 – 75	Wait of 2d6 Hours
76 – 90	Wait of 2d6 Days
91 – 00	Wait of 2d6 Weeks

Note: payment will usually be in advance.

This system should also be used when buying ammunition. It could also be used in reverse when characters were trying to sell weapons – the base chance would be of someone wanting to buy the weapon.

Example: A character with Bribery 1 and Streetwise 1 on a Tech Level 10, Law Level 4 planet is trying to buy a carbine. His base chance is 60%, modified as follows: Tech Level 10, +50; Law Level 4, 25%; Purchased at a specialist gun shop, no penalty, Streetwise 1 +10% = a final chance of 95%.

The cost will be: Law Level 4, +15%; = 230 cr (not including Tech Level changes). Percentage dice are then rolled to see how long the wait would be. The carbine is a light assault weapon (illegal at Law Level 4) with a maximum legal Law Level of 3. ■

RUMBLE AT THE TIN INN

A Bar-Room Brawl for RuneQuest

by Michael Cule

This is a scenario written in imitation and appreciation of Lew Pulsipher's *D&D* Barroom Brawl, and is set in *Apple Lane.* I first used this scenario to introduce players to the *RQ* game-system and begin my current campaign. The NPCs in this scenario were drawn from *Apple Lane* and it can lead naturally into the scenarios of that book. If you want to develop further scenarios you might try hunting up the Temple of Mallia that Maldoon serves, or defending the village against irritated trolls if the two sent to fetch Shuffle die. The following special rules and notes apply:

1. All pieces are set up in the position shown and with the facing shown. 1707/5 in the position column indicates hex 1707, facing 5. Pieces placed in hexes with chair symbols are assumed to begin the game sitting with their weapons and shields on the table or floor. It takes one SR to stand and the standard five to ready each weapon or shield. Exceptions: the NPC Shuffle remains off the board until someone enters his room, and the two trolls enter at the position shown on MR3.
2. Each hex is one metre; three hexes or parts of three, moved through equal 1SR. For these purposes a shift of one or two hex-sides in facing equals one metre's movement.
3. During the first phase of the Melee Round (MR hereon in) – Statement of Intent – the characters' intentions will be stated in the order given in the Statement Order column, ie low DEX first and if DEX ties, low POW first. This is to reflect the chance of high DEX and POW characters reading and reacting to others' intentions. However, in the second phase – Movement of Non-Engaged Characters – the order must be reversed, with highest DEX moving first.
4. The werebear Thursas will not wake until MR4, but will be able to move in that round; he will turn into wereform at the end of MR5. He should not know how long it will be before he turns into wereform.
5. Neither Thursas nor Maldoon should be given to players as permanent characters, unless the GM likes powerful Chaotic characters ruining the game balance.
6. *Special Movement Rules.* Forward/side-steps are free from extra cost. Back-steps take a full SR, opening a door takes 2SR.
7. There is no fixed length to the scenario. If things seem to be getting out of hand Bulster Brewer will go to fetch the Sheriff and his arrival will end the scenario.
8. The farmers in this scenario are identical rustics. All are mildly suspicious of all foreigners, have 11 in all characteristics, and carry identical walking sticks/cudgels, which they use 2-handed (or 1-handed if necessary) at 35% attack and parry, doing 1d6+2 damage. They are unarmoured, and carry 1d10 Clacks.
9. There are 2d100 Lunars in the till, or its equivalent.
10. The date is Wildday of any week, any season, any year, during the Lunar occupation of *Dragon Pass.*
11. *The Map.* This shows the bar at the Tin Inn and the second floor, with a balcony. Upstairs are Bulster's rooms (A&B) and guest rooms C-F, and a balcony over the courtyard. Hex 1501 marks the till, 1906-7 the service counter. Below the upstairs rooms is the stable, accessible only from the outside.

Positions of tables, chairs and beds.
Tables: The first number or set of numbers is where the tables are. the second two (if given) the directions they face. 1003, 0902/5-2; 1106, 1107, 1108/6-3; 0705; 1212, 1111/5-2; 1302 0416/0417; 1509, 1610, 1710/5-2; 1512, 1613, 1713/5-2; 0408, 0508, 0609/5-2; 0410, 0510/5-2; 0202, 0203/6-3; 0208, 0209/6-3.
Chairs: 1707; 1907; 1503; 1504; 1301; 1007; 1008; 1208; 1103; 0903; 0704; 0605; 0607; 0411; 1612; 1712; 1614; 1609; 1709; 1611; 1312; 1211; 1112; 0507; 0601; 0509; 0409; 0109; 0107; 0102, 0103; 0302.
Beds: 0414-0425; 0419-0420; 0819-0820; 0718-0719; 0116-0117.

Order and Position Table
(NPCs in block capitals)

Statement Order	*Starting Position*	*Name*	*Notes*
1.	1707/5	Maldoon	Sitting
2.	1710/1	Liriell the Lute	Playing Lute and Singing
3.	1515/6	Big Arggh	Enter MR3
4.	1907/5	Shifter	Sitting
5.	1103/5	FARMER 1	Sitting
6.	1004/6	FARMER 2	
7.	0903/1	FARMER 3	Sitting
8.	1007/2	FARMER 4	Sitting
9.	1008/1	FARMER 5	Sitting
10.	1208/5	FARMER 6	Sitting
11.	1503/3	FARMER 7	Sitting
12.	1504/6	FARMER 8	Sitting
13.	1606/4	BULSTER BREWER	Chatting with Customers
14.	0419,0420	Thursas	Wakes MR4
15.	1701/4	POSTAL	Leaving the Cellar
16.	1516/6	Little Arggh	Enters MR3
17.	1301/3	Almaro the Outcast	
18.	0411/1	Tharatal	Sitting
19.	1715/5	BEK LEADHEAD	
20.	1506/1	AVEREEN BOSOM	Chatting with Bulster
21.	0414,0415	SHUFFLE	Lying Asleep, Drunk
22.	0606/1	MINEERA	Serving the Lunars
23.	0605/2	Ceribeteles	Sitting
24.	1905/3	BERTHA	Carrying Meals
25.	0704/3	Marops	Sitting

Player Characters
1. MALDOON (Human Male, 21).
STR: 15; **CON:** 13; **SIZ:** 12 — L 3/5 R
INT: 8; **POW:** 11; **DEX:** 6; **CHA:** 15 — 3/4 2/6 3/4
Short Sword: (1d6+1+1d4) SR9 50% Parry 55% Points 20 — 2/5
Large Shield: Parry 25% Points 16 — 3/5 3/5
Defence: 0; **Move:** 8 — TOTAL HPS: 13
Spells: *protection 2, sneeze (Cults of Terror p29)*
Skills: Prepare Disease Potion 40%. Riding 60%; Spot Hidden 45%; Spot Trap 30%; Tracking 30%; Camouflage 45%; Hide in Cover 30%.
Languages: Speak Praxian 40%, Speak Sartarite 20%.
You are an ex-slave, escaped from the Unicorn Tribe and embittered by your experiences, and have become a voluntary Initiate of Mallia. You have prepared a potion of *Soul Waste* and wish to introduce it into people's drinks; you are also a carrier of the disease and can attempt to infect people by standing next to them for 2 whole MR. You have 70L in cash on your person.

RUNEQUEST™

The Fantasy Role-Playing Game

WANTED

Good men and women are needed to help civilise the *Borderlands.* Seven scenarios of varying complexity will test the wits and skills of your player-characters. Their success (and lives) will depend on their ability to fight, guard, investigate and explore. If they survive you will have characters fit to face anything in *Glorantha* or your own adventures.

Borderlands is the new **RuneQuest** scenario pack from **Chaosium.** The campaign is set along the *River of Cradles*, a fertile valley that separates the devastation of *Vultures Country* from the *Plains of Prax*. You can play the adventures separately or as a campaign which can be run into the *Griffin Mountain* campaign pack if you wish.

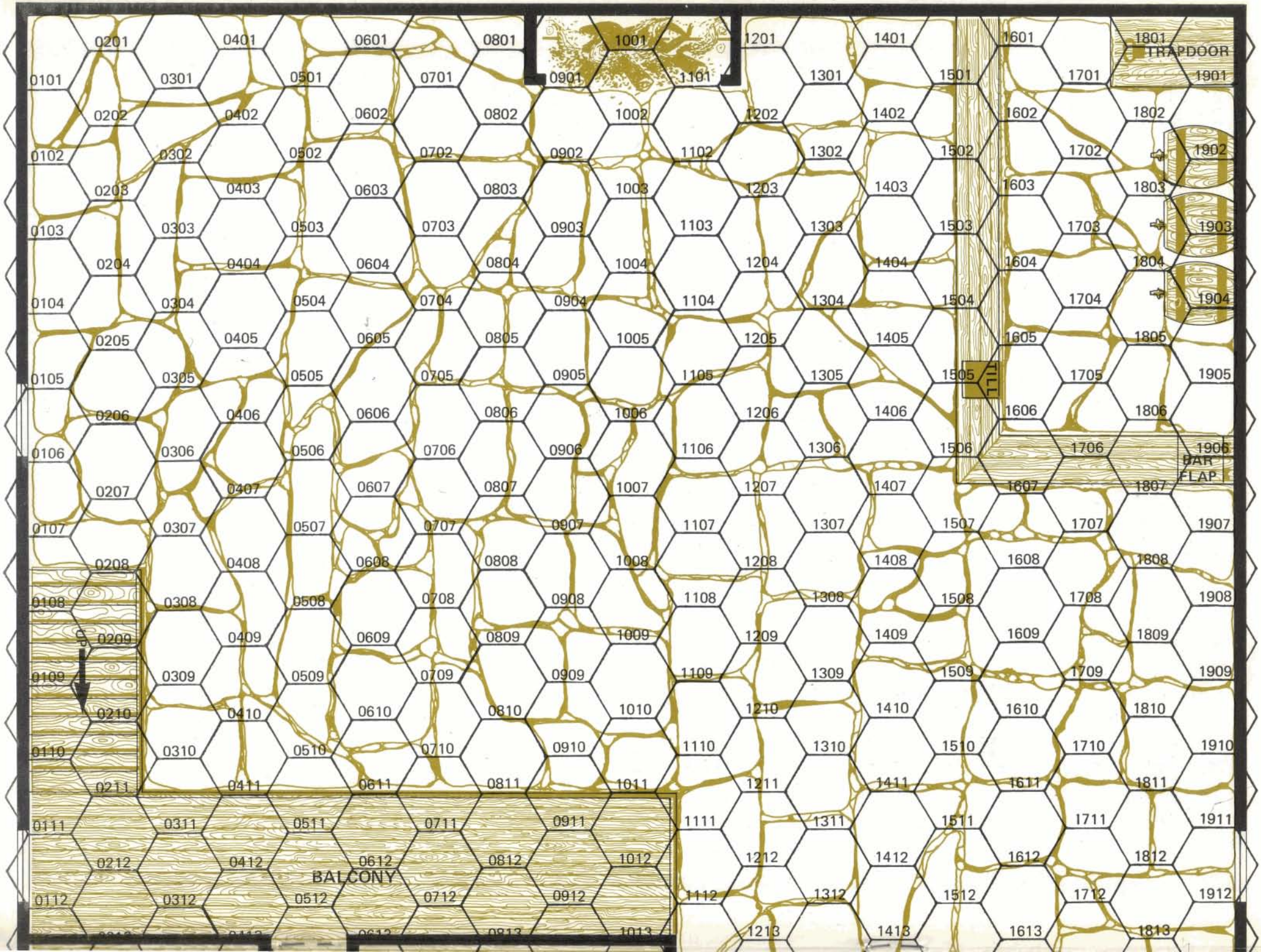
THE ADVENTURERS

Scouting the Land; Outlaw Hunt - Aid Duke Raus in his efforts to clear the river of pirates; *Jezra's Rescue* - Recover a kidnapped child from the Tusk Riders; *Revenge of Muriah* - Exterminate Broos or perish from their plagues; *5-Eyes Temple* - An assault on the Newtling's temple; *Condor Crags* - Steal eggs from the King Condors of Prax, birds so large that they could be the mounts of men; *To Giant Land* - Venture to a giant's castle to recover a magical sword.

WHAT YOU GET

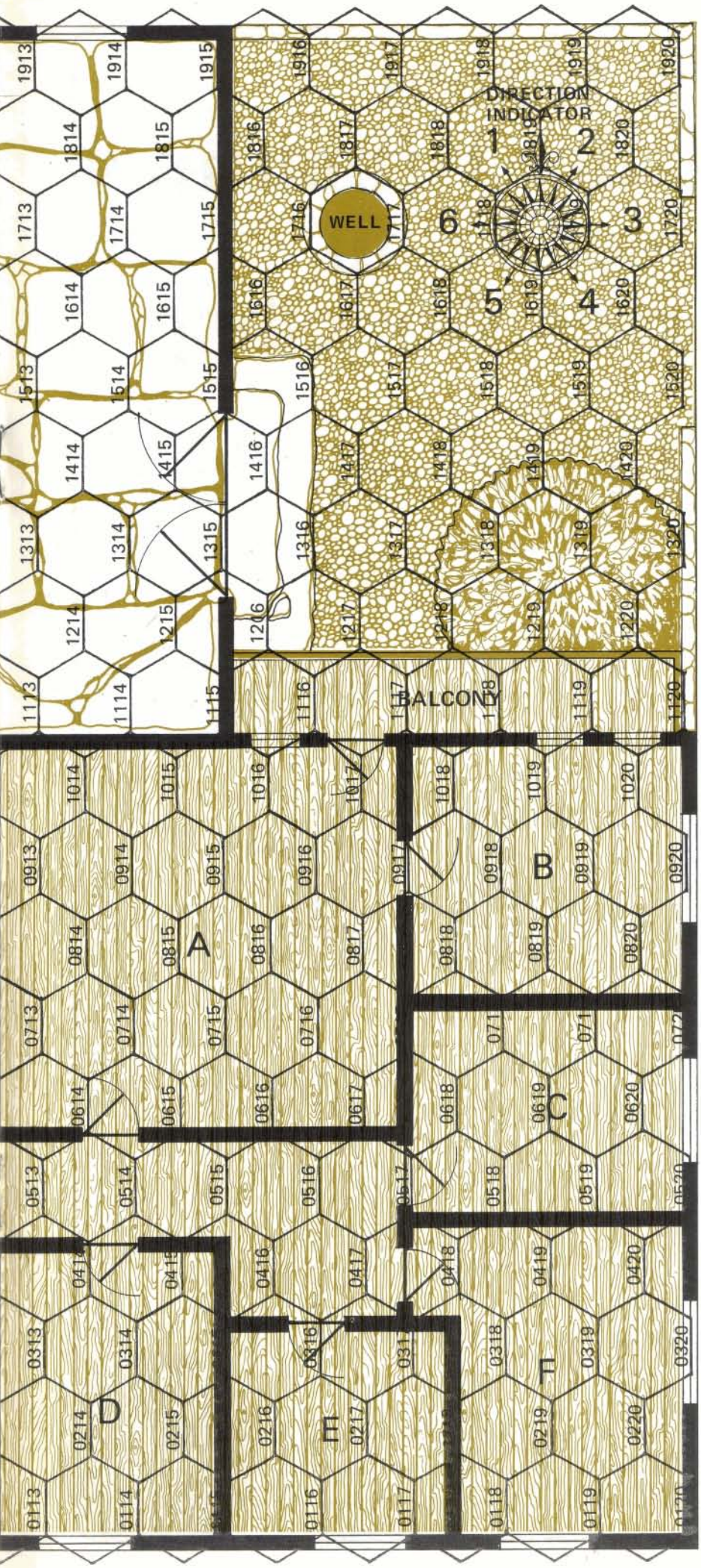
Borderlands contains two referee's booklets, one is a guide to the campaign area, its society and personalities, the other contains detailed encounters for Gloranthan races including Praxian Riders, Filthy Broos and The Morokanth. Seven separately bound scenarios. A 17"x22" campaign map and play-aids which include original documents and maps for the player to use. **Boxed £12.95**

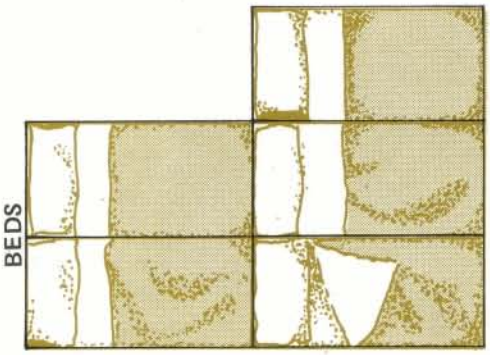
Borderlands is part of the **RuneQuest** range of adventures and play-aids published by **Chaosium** which also includes *Stormbringer* and *Call of Cthulhu*. **Chaosium** products are distributed in the UK by **Games Workshop Ltd.** If you experience any difficulty in obtaining the product of your choice, simply send a SAE to **Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6 JP** for a price list and mail order form.

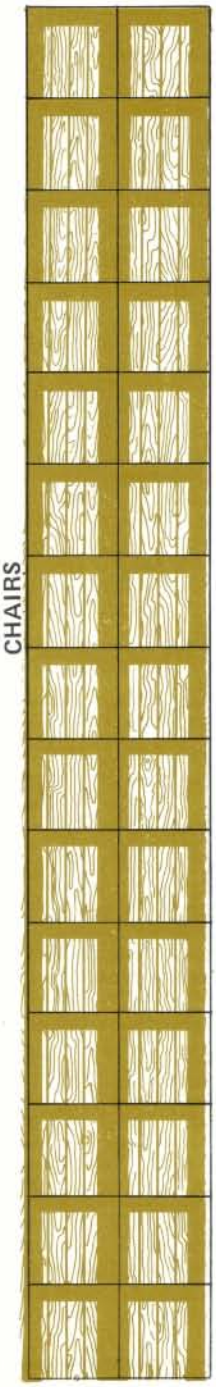

TRAPDOOR
TILL
BAR FLAP
BALCONY

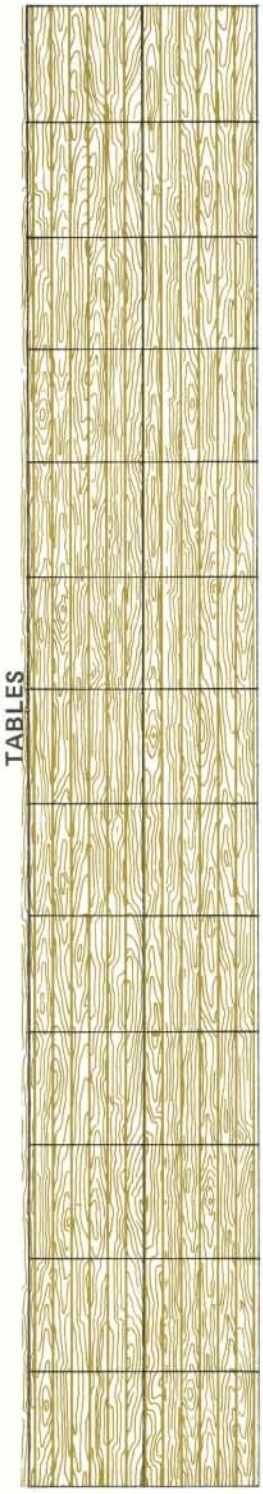
RUMBLE AT THE TIN INN

SCALE: 1 HEX = 1 METRE



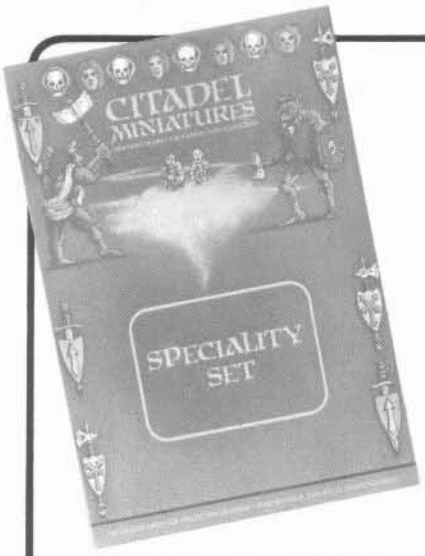






CHARACTERS *(NPCs in tone)*

1 MALDOON
2 LIRIELL
3 BIG ARGGH
4 SHIFTER
5 FARMER 1
6 FARMER 2
7 FARMER 3
8 FARMER 4
9 FARMER 5
10 FARMER 6
11 FARMER 7
12 FARMER 8
13 BULSTER BREWER
14 THURSAS
15 POSTAL
16 LITTLE ARGGH
17 ALMARO
18 THARATAL
19 BEK LEADHEAD
20 AVEREEN BOSOM
21 SHUFFLE
22 MINEERA
23 CERI BETELES
24 BERTHA
25 MAROPS



New Boxed Citadel Miniatures Direct From Games Workshop

SPECIALITY SETS

SPECIALITY SET 1: Dungeon Adventurer Starter Pack - features eleven of the latest Citadel miniatures and gives you a complete adventure party ready, willing and able to take on dungeon denizens or the weird wonders of the wilderness. You get - a Wizard, Paladin, Fighting Man, Female Fighter, Dwarf Fighter, Dwarf Thief, Gnome, Human Thief, Sorceress, Elf and Expedition Mule plus a foam inner for the safe storage of your painted miniatures. £3.95

N.B. Figures are not shown to scale. Actual scale 25mm.

SPECIALITY SET 2: Dungeon Monster Starter Pack - features ten disgusting denizens fit to relieve any dungeon party of body - and soul. You get - a Large Orc with Axe, Skeleton with Scimitar, Skeleton with Sword, Zombie, Spectre, Goblin with Mace, Goblin with Axe, Minotaur, Giant Spider and Harpie plus a foam inner for the safe storage of your painted miniatures. £3.95

N.B. Figures are not shown to scale. Actual scale 25mm.

RAL PARTHA

From Ral Partha Inc. comes a new series of boxed figure sets:
Set 1: The Adventurers: Barbarian, Halfling with Bow, Halfling with Sword, Dwarf with Axe, Paladin, Wizard, Female Magic User, Ranger and Fighter. Boxed with polystyrene inner to protect and store your painted miniatures. £2.95
Set 2: Children of the Night: Mailed Skeleton Fighter with Mace, Wraith with Sword, Giant Goblin with Scimitar, Giant Goblin with Bow, Gargoyle, Werewolf, Ogre with Club and three Large Rats. Boxed with polystyrene inner. £2.95

RUNEQUEST
Official 25mm Miniatures

REMEMBER WE ALSO STOCK THE COMPLETE RANGE OF BOXED *RUNEQUEST* AND *TRAVELLER* FIGURES. ALL AT £3.95 EACH

TRAVELLER™
15mm MINIATURES

BOXED SETS OF FIGURES
available in better games shops everywhere

Citadel Miniatures Speciality Sets, Ral Partha Boxed Sets, RuneQuest Miniatures and **Traveller Miniatures** are all available direct from **Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP. Mail Order Charges:** UK: Please add 55p for orders under £6.00. Orders over £6.00 post free. Europe: please add 20% p&p; Other Overseas: Please add 33% for surface or 50% for airmail.
Access and Barclaycard welcome - order direct by telephone on 01-965 3713.
Ral Partha Miniatures are manufactured under licence from *Ral Partha Enterprises Inc., U.S.A.*

2. LIRIELL THE LUTE (Human Female, 21).
STR: 12; **CON:** 8; **SIZ:** 16 — L 2/3 R
INT: 17; **POW:** 13; **DEX:** 9; **CHA:** 12 — 1/2 2/4 1/2
Quarterstaff: (1d8+1d4) SR4 45% Parry 40% Points 15 — 2/3
Dagger: (1d4+2+1d4) SR8 35% Parry 25% Points 12 — 2/3 2/3
Defence: 10%; **Move:** 8 — TOTAL HPS: 9
Skills: Tumbling (Jumping + Climbing) 55%; Playing the Lute 50%; Singing 40%. Hide Item 50%; Pick Pockets 45%.
Languages: Speak Sartarite 85%.
You are a Lay Member of Donandar (the Players' god); you have been playing and singing all evening and have made enough to bring your cash to 83L, but need another 70L to get to your next job. If they don't appreciate your singing, take it by using your thief skills. Incidentally, you recognise Shifter as a thief from Boldhome.

3. BIG ARGGH (Dark Troll Male, 21).
STR: 20; **CON:** 10; **SIZ:** 21 — L 4/4 R
INT: 13; **POW:** 11; **DEX:** 9; **CHA:** 18 — 4/3 5/5 4/3
Maul: (2d8+1d6) SR5 50% Parry 45% Points 15 — 5/4
Large Shield: Parry 40% Points 16 — 4/4 4/4
Defence: 0; **Move:** 8 — TOTAL HPS: 12
Spells: *healing 2, disruption, bludgeon 2.*
Skills: Jumping 80%; Move Silently 50% (-15% for ringmail); Hide Item 55%.
Languages: Speak Dark Tongue 80%; Read/Write Dark Tongue 45%; Speak Sartarite 40%.
You are an Initiate of Kyger Litor, and have been sent with your brother Little Arggh by your priestess to find the trollkin Shuffle, who lives in Apple Lane. You must bluff or force the innkeeper to tell you where he is. His (and your) uncle, the Rune Lord, wants to invite him to dinner (ho ho). If you fail to bring him back you could be the guest to dinner (ha ha).

4. SHIFTER (Human male, 21).
STR: 11; **CON:** 8; **SIZ:** 13 — L 3/3 R
INT: 14; **POW:** 14; **DEX:** 10; **CHA:** 15 — 1/2 2/4 1/2
Short Sword: (1d6+1) SR8 40% Parry 35% Points 20 — 2/3
Throwing Dagger: (1d4) SR3 25% Points 12 — 2/3 2/3
Dagger: (1d4+2) SR9 30% Parry 25% Points 12 — TOTAL HPS: 9
Medium Shield: Parry 30% Points 12
Defence: 5%; **Move:** 8
Spells: *disruption, mobility, vigour.*
Skills: Hide Item 45%; Pick Lock 40%; Pick Pockets 50%; Move Silently 55%; Listen 65%.
Languages: Speak Sartarite 70%.
You are a recently qualified thief apprentice from Boldhome; your aim is to make money any way you can. You have 11L on you and 500L banked. You recognise Liriell, having seen her in a player troupe at Boldhome.

14. THURSAS (Bearwalker male, 21).
STR: 14 (28); **CON:** 17; **SIZ:** 17; — L (1)/7 R
INT: 14 (9); **POW:** 13; **DEX:** 11; **CHA:** 13 — (1)/6 (1)/8 (1)/6
1H Battleaxe: (1d8+2+1d4) SR7 55% Parry 45% Points 15 — (1)/7 (1)/7 (1)/7
Javelin: (1d10+1d2) SR 35% — TOTAL HPS: 19
Large Shield: Parry 25% Points 16
(Claw): (1d6+1d6) SR8 55%
(Bite): (1d10+1d6) SR8 45%
(Hug): (4d6+1d6) SR8 35%
Defence: 0; **Move:** 8(10)
Spells: *healing 1, protection 1, countermagic 1.*
Skills: Spot Hidden 30% (25%); Spot Trap 30% (25%); Tracking 30% (25%); Hide in Cover 45% (40%); Camouflage 30% (25%).
Languages: Speak Sartarite 70%.
You are a member of a Sartarite poor noble house, who fled home when it became clear you had inherited the taint of lycanthropy. You can turn into a werebear at any time, but must do so each week at the full of the Red Moon; in this form you can use no weapons or offensive magic, but have 1pt skin armour and are immune to all but magic damage and pure Rune metals. The bracketed figures then apply. After five years as a mercenary officer you have returned to your homeland. You awake in the Tin Inn, your armour (closed helm, chain hauberk, plate limbs) and equipment (weapons and shield, pack and 35W, 14L) beside you, with a pounding hangover. looking out of the window, you see the full Red Moon about to rise. You gotta get outta this place. . . .

16. LITTLE ARGGH (Dark Troll male, 18).
STR: 18; **CON:** 12; **SIZ:** 20 — L 5/5 R
INT: 13; **POW:** 14; **DEX:** 12; **CHA:** 11 — 4/4 5/6 4/4
Maul: (2d8+1d6) SR5 45% Parry 45% Points 15 — 5/5
Large Shield: Parry 45% Points 16 — 4/5 4/5
Defence: 0; **Move:** 8 — TOTAL HPS: 14
Spells: *healing 2, bludgeon 2, glue 1, befuddle.*
Skills: Climbing 60%; Spot Hidden 50%; Hide in Cover 45%.
Languages: Speak Dark Tongue 80%; Read Dark Tongue 30%; Speak Sartarite 30%.
Your primary task is to help your big brother, as a fellow Initiate. However, you have acquired from somewhere an unhealthy taste for human and if you get the chance to capture one you will do so.

17. ALMARO THE OUTCAST (Human male, 21).
STR: 13; **CON:** 9; **SIZ:** 17 — L 3/4 R
INT: 13; **POW:** 14; **DEX:** 14; **CHA:** 17 — 3/3 3/5 3/3
Broadsword: (1d8+1+1d4) SR5 50% Parry 45% Points 20 — 3/4 3/4 3/4
Javelin: (1d10+1d2) SR2 20% — TOTAL HPS: 11
Mounted Lance: (1d10+1+mount's damage bonus. Can use as Long Spear, at natural ability + bonuses) SR3 20%
Defence: 5%; **Move:** 8
Spells: *countermagic 2, disruption, bladesharp 2.*
Skills: Riding 80% (but only High Llama); Spot Hidden Item 55%; Spot Trap 35%; Tracking 35%; Camouflage 30%; Hide in Cover 30%; Oratory 60%.
Languages: Speak Praxian 65%; Speak Sartarite 25%.
You are a Lay Member of Humakt, and have been thrown out of the Llama tribe by your Khan because of your increasing popularity and irritating boastfulness. You have arrived in Apple Lane on foot, with 40L. You wish to do something spectacular to impress the locals and attract an employer, but are hampered by knowing little of the local language.

18. THARATAL (Human male, 21).
STR: 7; **CON:** 14; **SIZ:** 7 — L 2/5 R
INT: 17; **POW:** 14; **DEX:** 14; **CHA:** 9 — 1/4 2/6 1/4
1H Light Mace: (1d6+2) SR8 40% Parry 30% Points 20 — 2/5 2/5 2/5
Small Shield: Parry 10% Points 8 — TOTAL HPS: 13
Defence: 15%; **Move:** 8
Skills: Evaluate Treasure 20%; Bargaining 15%; General Knowledge 15%.
Languages: Speak Sartarite 85%; Read/Write Sartarite 90%; Read Old Pavic 30%.
You are a Lay Member of Lhankor Mhy; you and your cult were thrown out of the Temple-Library in Swenstown when Fazzur the Wideread (the local military governor of the Lunar Empire) took it for the Lunar god of knowledge, Irrippi Ontor. You wish to be revenged on the two Lunar characters but you are not much good with weapons, having spent your youth in academic study. Be subtle.

23. CERIBETELES (Human male, 21).
STR: 12; **CON:** 11; **SIZ:** 13 — L 5/4 R
INT: 16; **POW:** 9; **DEX:** 17; **CHA:** 13 — 5/3 5/5 5/3
Lunar Scimitar: (1d8+1+1d4) SR5 55% Parry 50% Points: 20 — 5/4 3/4 3/4
Large Shield: Parry 45% Points 16 — TOTAL HPS: 12
Defence: 15%; **Move:** 8
Spells: *healing 2, disruption.*
Skills: Oratory 35%.
Languages: Speak Lunar 80%; Read Lunar 60%; Speak Sartarite 60%; Read Sartarite 35%; Speak Tarshite 40%.
You are a rich young noble of the conquering Lunar Empire, a Lay Member of the Seven Mothers, and have been trained from infancy in the skills needed by the Empire for the conquest of Dragon Pass. You have been sent by your father (an assistant to the military governor) to survey the area of Apple Lane; with you is your bodyguard Marops. The locals are suspicious and hostile. Do something to impress them. You have 100L on you, 340L in the bank, and an income of 1960L per year.

25. MAROPS (Human male, 21)
STR: 11; **CON:** 11; **SIZ:** 7 — L 4/4 R
INT: 7; **POW:** 12; **DEX:** 18; **CHA:** 10 — 5/3 5/5 5/3
Lunar Scimitar: (1d8+1) SR5 55% Parry 60% Points 20 — 5/4 5/4 5/4
Heavy Crossbow: (2d6+2) SR1 35% Points 10 — TOTAL HPS: 10
(can fire once per 3MR, reloading between).
Small Shield: Parry 40% Points 8
Spells: *healing 1, xenohealing 2, bladesharp 2, speedart.*
Skills: Riding 85%; Spot Hidden 45%; Spot Trap 30%; Tracking 30%; Camouflage 30%; Hide in Cover 30%.
Languages: Speak Lunar 35%; Speak Tarshite 15%.
You are an ex-mercenary formerly employed by the Lunar Empire's Native Furthest Cavalry Corps; you currently work for Ceribeteles' father (at 100L a season) as Ceribeteles' bodyguard. You should obey any direct command he gives you. However, you are stupid, and also want a woman, but do not speak the local language. Improvise.

Non-Player Characters
The statistics for these are in *Apple Lane. NB* Pramble is visiting the Temple of Uleria tonight.
Corrections to Apple Lane *—OD.*
NPCs
Bulster Brewer: Spear if 1H, SR7.
Bertha: Hit Points 10, Defence 5%.
Bek Leadhead: No Defence.
Postal: Hit Points 13, Defence 5%; 2H Spear's damage 1d8+1+1d4, Javelin's damage 1d10+1d2.
Mineera: HP 14 (6 on chest), Defence 5%; club SR7.
Avareen Bosom: DEX 14; HPs 17 (so 7-6-5), Defence 15%; club SR8.
Shuffle: Move 6; HPs 4-3-2; no Defence; Dart SR2.

Arms at the Ready
Part II

Combining the AD&D Combat Tables

Here are a further number of weapons using the system outlined in Arms at the Ready *in* WD31.

SCIMITAR TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Druid	Level: Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0		1-3	Not Applicable	*	22	20	19	17	15	14	12	11	8
1-2	1-2	4-5		1-1	21	19	18	16	14	13	11	10	7
	3-4	6-7		1	20	18	17	15	13	12	10	9	6
3-4	5	8		1+	19	17	16	14	12	11	9	8	5
	6-7	9			18	16	15	13	11	10	8	7	4
5-6	8	10-11		2-3+	17	15	14	12	10	9	7	6	3
	9-10	12-13		4-5+	16	14	13	11	9	8	6	5	2
7-8	11	14-15			15	13	12	10	8	7	5	4	1
	12-13	16-17		6-7+	14	12	11	9	7	6	4	3	0
9-10	14	18-19		8-9+	13	11	10	8	6	5	3	2	-1
	15-16	20			12	10	9	7	5	4	2	1	-2
11-12	17	21+		10-11+	11	9	8	6	4	3	1	0	-3
	18+			12-13+	10	8	7	5	3	2	0	-1	-4
13-14+				14-15+	9	7	6	4	2	1	-1	-2	-5

LONG SWORD TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Cleric Monk Druid	Level: Thief Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	21	19	17	16	15	14	13	11	9
1-2		4-5		1-1	20	18	16	15	14	13	12	10	8
		6-7		1	19	17	15	14	13	12	11	9	7
3-4		8		1+	18	16	14	13	12	11	10	8	6
		9			17	15	13	12	11	10	9	7	5
5-6		10-11		2-3+	16	14	12	11	10	9	8	6	4
		12-13		4-5+	15	13	11	10	9	8	7	5	3
7-8		14-15			14	12	10	9	8	7	6	4	2
		16-17		6-7+	13	11	9	8	7	6	5	3	1
9-10		18-19		8-9+	12	10	8	7	6	5	4	2	0
		20			11	9	7	6	5	4	3	1	-1
11-12		21+		10-11+	10	8	6	5	4	3	2	0	-2
				12-13+	9	7	5	4	3	2	1	-1	-3
13-14+				14-15+	8	6	4	3	2	1	0	-2	-4

BROADSWORD TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Cleric Monk Druid	Level: Thief Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	22	20	18	16	15	13	12	11	10
1-2		4-5		1-1	21	19	17	15	14	12	11	10	9
		6-7		1	20	18	16	14	13	11	10	9	8
3-4		8		1+	19	17	15	13	12	10	9	8	7
		9			18	16	14	12	11	9	8	7	6
5-6		10-11		2-3+	17	15	13	11	10	8	7	6	5
		12-13		4-5+	16	14	12	10	9	7	6	5	4
7-8		14-15			15	13	11	9	8	6	5	4	3
		16-17		6-7+	14	12	10	8	7	5	4	3	2
9-10		18-19		8-9+	13	11	9	7	6	4	3	2	1
		20			12	10	8	6	5	3	2	1	0
11-12		21+		10-11+	11	9	7	5	4	2	1	0	-1
				12-13+	10	8	6	4	3	1	0	-1	-2
13-14+				14-15+	9	7	5	3	2	0	-1	-2	-3

FOOTMAN'S MILITARY PICK TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Cleric Monk Druid	Level: Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0	Not Applicable	1-3	Not Applicable	*	18	17	16	15	15	14	14	13	12
1-2		4-5		1-1	17	16	15	14	14	13	13	12	11
		6-7		1	16	15	14	13	13	12	12	11	10
3-4		8		1+	15	14	13	12	12	11	11	10	9
		9			14	13	12	11	11	10	10	9	8
5-6		10-11		2-3+	13	12	11	10	10	9	9	8	7
		12-13		4-5+	12	11	10	9	9	8	8	7	6
7-8		14-15			11	10	9	8	8	7	7	6	5
		16-17		6-7+	10	9	8	7	7	6	6	5	4
9-10		18-19		8-9+	9	8	7	6	6	5	5	4	3
		20			8	7	6	5	5	4	4	3	2
11-12		21+		10-11+	7	6	5	4	4	3	3	2	1
				12-13+	6	5	4	3	3	2	2	1	0
13-14+				14-15+	5	4	3	2	2	1	1	0	-1

HAND AXE TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Monk	Level: Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0		1-3	Not Applicable	*	22	20	19	17	15	14	12	11	10
1-2	1-2	4-5		1-1	21	19	18	16	14	13	11	10	9
	3-4	6-7		1	20	18	17	15	13	12	10	9	8
3-4	5	8		1+	19	17	16	14	12	11	9	8	7
	6-7	9			18	16	15	13	11	10	8	7	6
5-6	8	10-11		2-3+	17	15	14	12	10	9	7	6	5
	9-10	12-13		4-5+	16	14	13	11	9	8	6	5	4
7-8	11	14-15			15	13	12	10	8	7	5	4	3
	12-13	16-17		6-7+	14	12	11	9	7	6	4	3	2
9-10	14	18-19		8-9+	13	11	10	8	6	5	3	2	1
	15-16	20			12	10	9	7	5	4	2	1	0
11-12	17	21+		10-11+	11	9	8	6	4	3	1	0	-1
	18+			12-13+	10	8	7	5	3	2	0	-1	-2
13-14+				14-15+	9	7	6	4	2	1	-1	-2	-3

HAND AXE (THROWN) TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Monk	Level: Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0		1-3	Not Applicable	*	23	21	19	17	16	14	13	12	10
1-2	1-2	4-5		1-1	22	20	18	16	15	13	12	11	9
	3-4	6-7		1	21	19	17	15	14	12	11	10	8
3-4	5	8		1+	20	18	16	14	13	11	10	9	7
	6-7	9			19	17	15	13	12	10	9	8	6
5-6	8	10-11		2-3+	18	16	14	12	11	9	8	7	5
	9-10	12-13		4-5+	17	15	13	11	10	8	7	6	4
7-8	11	14-15			16	14	12	10	9	7	6	5	3
	12-13	16-17		6-7+	15	13	11	9	8	6	5	4	2
9-10	14	18-19		8-9+	14	12	10	8	7	5	4	3	1
	15-16	20			13	11	9	7	6	4	3	2	0
11-12	17	21+		10-11+	12	10	8	6	5	3	2	1	-1
	18+			12-13+	11	9	7	5	4	2	1	0	-2
13-14+				14-15+	10	8	6	4	3	1	0	-1	-3

HEAVY CROSSBOW TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Monk	Level: Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0		1-3	Not Applicable	*	20	18	16	13	12	11	9	8	7
1-2	1-2	4-5		1-1	19	17	15	12	11	10	8	7	6
	3-4	6-7		1	18	16	14	11	10	9	7	6	5
3-4	5	8		1+	17	15	13	10	9	8	6	5	4
	6-7	9			16	14	12	9	8	7	5	4	3
5-6	8	10-11		2-3+	15	13	11	8	7	6	4	3	2
	9-10	12-13		4-5+	14	12	10	7	6	5	3	2	1
7-8	11	14-15			13	11	9	6	5	4	2	1	0
	12-13	16-17		6-7+	12	10	8	5	4	3	1	0	-1
9-10	14	18-19		8-9+	11	9	7	4	3	2	0	-1	-2
	15-16	20			10	8	6	3	2	1	-1	-2	-3
11-12	17	21+		10-11+	9	7	5	2	1	0	-2	-3	-4
	18+			12-13+	8	6	4	1	0	-1	-3	-4	-5
13-14+				14-15+	7	5	3	0	-1	-2	-4	-5	-6

DART (THROWN) TO HIT TABLE

Level: Fighter Paladin Ranger	Level: Druid	Level: Thief Assassin	Level: Magic-User Illusionist	Level: Monster (hit dice)	Armour Class 2	3	4	5	6	7	8	9	10
0		1-3	1-4	*	24	22	20	18	16	14	12	12	11
1-2	1-2	4-5	5-6	1-1	23	21	19	17	15	13	11	11	10
	3-4	6-7	7-9	1	22	20	18	16	14	12	10	10	9
3-4	5	8	10	1+	21	19	17	15	13	11	9	9	8
	6-7	9	11		20	18	16	14	12	10	8	8	7
5-6	8	10-11	12-14	2-3+	19	17	15	13	11	9	7	7	6
	9-10	12-13	15	4-5+	18	16	14	12	10	8	6	6	5
7-8	11	14-15	16		17	15	13	11	9	7	5	5	4
	12-13	16-17	17-19	6-7+	16	14	12	10	8	6	4	4	3
9-10	14	18-19	20	8-9+	15	13	11	9	7	5	3	3	2
	15-16	20	21+		14	12	10	8	6	4	2	2	1
11-12	17	21+		10-11+	13	11	9	7	5	3	1	1	0
	18+			12-13+	12	10	8	6	4	2	0	0	-1
13-14+				14-15+	11	9	7	5	3	1	-1	-1	-2

RuneRites *is a regular department devoted to* RuneQuest, *edited by Oliver Dickinson. This issue, a look at* invisibility *and magic in general.*

INVISIBILITY and MAGIC

Here's something to put in a treasure instead of some of the more run-of-the-mill items – but note that it is fairly valuable, and unlikely to be possessed by anyone but a troll. Some comments by Greg Stafford on the invisibility, concealment, and vision spells, and some of my own, follow this.

THE CAP OF SIGHT
by Jim Sizer

Description: A perfectly normal-looking leather cap, good for 1 point protection; normally of large (dark, great, or mistress race troll) size.

Cults: *Associated* – Kyger Litor. *Friendly* – Other enemies of Aldryami. *Hostile* – Aldryami.

Knowledge: Cult Secret; Famous; Few.

History: During the Gods War, Kyger Litor realised that when elves attacked troll strongholds their invisible pixie scouts could easily warn them of troll outposts. To counter this, she showed some troll heroes how they could Heroquest and find these caps. Many did so, but there are now few intact caps, and the way to make them has been lost, although troll researchers are trying to recover the knowledge.

Procedure: Go on the Heroquest, recover the lost knowledge, and make your own *(only applicable if you are a troll or worship Kyger Litor, I take it – O.D.).* Alternatively, find a cap (and kill the usually attached troll) and attune it to yourself, at a cost of 1 point POW (permanent loss).

Powers: The wearer is immune to all *invisibility* effects, both the spell and natural (as with pixies) or Chaotic *invisibility*. In addition, if a *concealment* Rune spell is affecting the owner's eyesight, he/she can see the person under *concealment* if the caster's POW can be overcome. This 'attack' is automatic, and need not be initiated by the owner.

Value: Generally about 8000L, more to enemies of Aldryami; but those who recognise one might be able to buy it for the cost of an ordinary leather cap.

SPELLS WHICH I DON'T USE IN MY CAMPAIGN
by Greg Stafford

Playing *RQ* as the referee has dominated my experience, and so I tend to view things on a larger scale than most player characters. At first I figured the spell lists were good and simple, but play and experience have made me change my mind. The spells of *invisibility, concealment,* and *vision* make it very hard for me to referee a decent game which includes drama and tension. They make it too easy to scout out in advance, boring the players and me. Also, the wide-reaching ramifications of these spells are such that they make the world too different from the one we would recognise easily. The knowledge that these spells could pry out the most secret places and conferences is mind-boggling to contemplate! Finally, the spells just don't *feel* right to me, for my campaign. Their effects are just too unnatural to be accomplished with such ease.

Thus, even though the rules have them, they are no longer generally available to regular people or to adventurers. *Invisibility* and *concealment* are still available to some specialists, especially Tricksters, but *vision* is not. I must also stress that Tricksters themselves are quite rare. This banishment of *invisibility* includes that ridiculous belief that pixies have 100% natural *invisibility* – elvish propaganda! (As a matter of fact, I do not allow PC pixies in any of my games either!).

A NOTE
by Oliver Dickinson

Well, there you have it. When the creator gods start disagreeing, as on pixies, the best we poor mortals can do is duck! Greg does not say whether he banishes Chaotic *invisibility* too; it would not necessarily follow, since the essence of Chaos is unpredictability. It seems to me that the high cost and relatively large amount of POW needed for *invisibility,* the conditions attached to its use, its short duration, and other considerations (eg it need not make you inaudible) make it easier to accept, though I find the description of how it works (by directing attention elsewhere) difficult to envisage. Perhaps the conditions for its use could be made stricter: it could be a real *invisibility* spell, in that you would be invisible even if looked at directly, but anything you wore or carried would not be. Or it could be the property of a magical treasure, like Tolkien's *Rings of Power.* The *concealment* and *vision* spells are very strong, but then so are most of the Rune spells, and most of them cost only 1 point of POW, not 2 as these do.

This brings up a point which has been occurring to me more and more forcibly as I read more scenario packs and contemplate *Fangs, Foes,* and *RuneMasters:* most NPCs have too much magic to suit their status in life or age. For example: in *Griffin Mountain,* p73, Merchant Guards nos. 3 and 5 have *healing 6,* and they and the others have plenty more magic as well. *Healing 6* at average CHA costs 10,500 Lunars; yet these are hill barbarian types, whose whole tribe could probably not put together so much! *RuneMasters* p5 suggests that lay members in a RuneMaster's retinue should know at least *healing 2, befuddle, dispel magic 1, countermagic 1, multimissile 1/speedart, bladesharp/bludgeon 1, mobility,* and at least one *detect* spell; a minimum 9 points of battle magic, costing an average 6800 Lunars (most *detect* spells cost 300). Well, after several years' extremely successful and lucrative adventuring you might be able to acquire that much extra apart from arming yourself, buying weapon-training, board and lodging, clothing, fees to your cult, paying off debts, etc etc, but I doubt it. Has anyone managed by straight play, at most starting someone with mercenary experience, to build up to one of the prodigies in *RuneMasters?* It may be easy enough to get the chance to make a POW roll; it becomes increasingly difficult to succeed with the roll as your POW grows greater; it is almost beyond belief that this should happen often enough to give someone under 30 many points of Rune magic. As for Chaos creatures and other such beasties, it is clear from *Cults of Terror* that your average broo will know no magic or very little – few of the cults teach any to lay members, and they can't just buy it in town. Ogres can at least pretend to be human, but they're taking a chance.

May I suggest that if you use characters from *Foes* or whatever you cut their magic down, also that of figures in scenarios (and remove unlikely abilities, eg the loser Via Duck's ability to make Potency 14 Systemic Poison in *Lei Tabor,* p80 – where on earth did he get the chance, money, and time to learn that, as a robber?) and if you create Rune characters be frugal with their magic-supply. Also, give characters sensible magic; why don't the ogres in *Duck Tower* have any *healing,* for instance – they would be nuts to adventure without some.

Finally, if you send anything in to *GW,* use up-to-date *RQ* sources: I don't want to see any more *speedart 2/3/4* or whatever in stats (sadly still quite common in *Griffin Mountain).* ■

Brevet Rank for Low Level Characters

by Lewis Pulsipher

A GM at a convention is setting up an *AD&D* adventure. A fellow approaches to ask if he can play. 'OK,' says the GM, 'this is an adventure for about ninth level characters. Let's see yours.' 'I've only got a third level.' says the newcomer. What's the GM to do?

He could allow the low level character to join the party, but this would be most unsatisfactory. The higher levels might use the low level as cannon fodder, or the novice could spend most of his time passively in the rear watching the high levels. Yet the low level character would receive many more experience points, relative to what he needed to rise a level, than he would in a low level adventure in which he would participate more and take more risks. This is a particularly poor 'solution' in a campaign, because the low level character will climb to higher levels rapidly. That could annoy the veterans who have scrambled and worked for years to reach high levels. Moreover, the newcomer will miss much of the enjoyment of the game, that of working a character up from a humble beginning relying on wits, luck, and hard work. Too often, the low level adventuring with high levels is getting a cheap ride.

What else could the GM do? He could give the player a pre-rolled ninth level character to use in the adventure. This is unsatisfactory for two reasons. First, most players want to use their own characters, not something made up for them. There are some people who just can't 'believe' in a game if they're not 'themselves'. Second, occasionally players carry away such characters to use in other games, as though the character has risen from first level. Some people don't mind players who do this, but many others feel that the player hasn't earned his level, or they may even feel that he's cheating. Don't tempt a player in this way.

The next solution is to give the low level character a temporary or 'brevet' level. For the length of the adventure only, he is ninth level (or whatever) in *all* respects, accordingly rolls additional hit dice, gains spells and attack capabilities, and so on. Perhaps the GM lends him some magic items as well. But this is not sufficient in itself, for there are still problems of a low level earning high level experience and gold, and perhaps gaining powerful magic items which would unbalance a low level adventure or campaign. There should be a method of pro-rating experience, gold, and magic items so that the low level won't gain unfairly from his brevet rank.

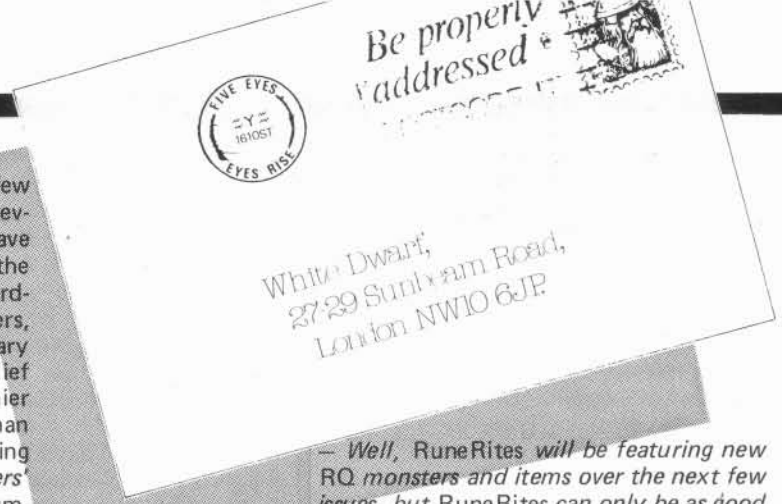
At first sight experience is easy to prorate. Just divide the character's real level by his brevet level, and multiply the result by the experience gained. However, because experience in *D&D* follows an arithmetic rather than linear progression (doubling at each level), this method gives the low level more than he deserves. He should gain experience points which will give him a percentage rise in level comparable to the percentage rise of the high level characters. That is, if the high levels gain experience points equivalent to 10% of the interval between their current level and the next, the low level should similarly gain 10%. For example, a third level cleric is breveted to ninth level, and gains 15,000 XP. This is 15,000 divided by 225,000, or 6.67% of the way from ninth to tenth level. 6.67% of the interval from third to fourth level is 200 XP. Or, if the character was lucky and received 50,000 XP (22%), he would actually gain 667 XP.

Gold should be similarly reduced by a percentage, using experience points as a basis. For example, if the third level gains 10,000gp as a ninth level, he actually receives 10,000 times (3,000 divided by 225,000), or 133gp.

(The assumption behind these calculations is that it takes the same number of adventures to rise from third to fourth level as from ninth to tenth. If your game is different you'll have to modify the percentages accordingly.)

What about magic items? Perhaps here we can divide brevet by real level to get a comparison. Then the experience point and gold point value of magic items gained during the adventure, as shown in the *Dungeon Masters Guide*, can be multiplied by the comparison number. The DM then chooses magic items of the same type, of the adjusted value, to give permanently to the character. For example, a third level breveted to ninth level strikes it rich, gaining a fully charged *Wand of Frost* (6000 XP, 50,000gp) and a *+3 Sword* (1400 XP, 7000gp). the actual items the character takes away from the game are, say, a *Wand of Enemy Detection* (or perhaps a *Wand of Magic Missiles* if the GM feels that's closer to one third of a *Frost Wand*) and a *Sword +1, +2 vs magic users and enchanted monsters*. Obviously, no hard-and-fast rule can be laid down. The GM may permit the player to suggest possible substitutes, given the one third guideline. Experience points are probably a better gauge of the value of a magic item than gold piece value, but the GM cannot avoid inserting his own opinion into the procedure.

Similar methods can be applied in other role-playing games. However you do it, remember that the point of these calculations is not only to be fair to all, but to enable novice or inexperienced players to gain the full measure of enjoyment from the game. This comes when the player feels that he's earned his gains by good play, not by chance. ■



Dear *WD*,

In the past few years rapid developments have taken place in the SF/F field regarding computers, which contrary to popular belief have far worthier applications than merely playing *'Space Invaders'* etc, ad nauseum.

As *Games Day* and *Dragonmeet* have demonstrated, computers can be used to moderate role-playing and war games; their microchip brains being more reliable, if less creative, than their referee operators. In addition, the 'Adventure' games also seen at gaming conventions, and available on a variety of microcomputers, while not being accurate renditions of role-playing games, are nevertheless formidable challenges and can be extremely enjoyable.

The computer can be used to generate characters for most role-playing games, and when coupled with a printer, can produce neat, legible character sheets, complete with bonuses, etc. This is particularly useful in games requiring a lot of dice-rolling and looking up results — so I'm definitely in favour of a new computer department for *WD*.

Having climbed down from the soap box, it should be mentioned that although the majority of readers do not own computers, many will have access to them through school, work, or the gaming club. It is also unfair to criticize a department such as this for not catering for its readers. The only role-playing game I play regularly is *D&D*, and consequently, give other departments a cursory glance at best. I assume that people uninterested in this area of the hobby will do the same with the computer department, which after all, can be used in all role-playing games. To quote Ian Livingstone in *WD 23;* "We have the games, we will soon have the technology, let's hope we are around to have the chance." Need I say more?

Yours,
Andrew Groves, Essex.

Dear *WD*,

It's great to see that you have at last recognised the fantasy RPG *RuneQuest*, but (and it's a big but) when is *RuneRites* going to get exciting? I was interested by Oliver Dickinson's two part story, but not excited. I found *Crime & Punishment* in *RQ* mildly amusing (but who needs chastisement?). I heard (through a *Games Workshop Newsletter*) that we were going to be treated to Griselda's stats, but come on, no way do stats add up to Griselda's glamour pose — what are we going to do with her?

What we want is adventure, incredible curiosities, monsters, violence and excitement. In short when are *RuneQuest* players going to get something really juicy, please?

Yours,
Bryan Marshall, Staffs.

— Well, RuneRites *will be featuring new* RQ *monsters and items over the next few issues, but* RuneRites *can only be as good as its contributions so if you want 'juicy adventure' all you* RQers *out there — start sending us material — and not just for* RuneRites, *but articles and scenarios as well.* *—Ed*

Dear *WD*,

Having looked through the rulebook of the game *RuneQuest* and its supplement *Cults of Prax*, I have come across some points/rules that I am unsure of.

1. If a player has an 80% chance of hitting, and casts *bladesharp 4* therefore raising his chance to 100%, is he allowed to split his attacks 50 - 50, and if so what damage bonus does he get — the full 4pts on each blow, or just 2? Along the same lines, if someone with a 120% chance to hit splits his attacks 60% and 60%, and then casts *bladesharp 4*, does he gain the full 20% on each blow plus 4 damage or just 10% on each and 2 damage?

2. Is it possible to parry a large missile weapon such as a javelin or boulder (I have already assumed that arrows are slightly too small and fast to attempt this)?

3. Can you attack and parry with the same weapon in one round? Rurik does this with his cudgel in Gimpy's Tavern, but I have found no confirmation in the rules.

4. Anyone with a 60% chance to hit impales on a roll of 01-12, and criticals on a roll of 01-03. Does this mean that all criticals are also impales?

5. With weapons you must gain 5% from experience before you can buy 5% in training. Does this restriction also apply to non-combat skills such as Hide in Cover, etc?

6. Do you have to be a RuneLord to progress above 100% ability in weapons, or can anyone join in?

7. A master of a weapon (90%+) can train others in its use — does the master keep this money, or must he pay it to the fighting guilds?

8. A RuneLord must have at least 15 POW, but what happens to him if he uses his Divine Intervention powers and is reduced to say 7 POW — does he lose his powers until he is back up to 15?

9. In that other weird game *(D&D)* elves live to be 1000 years old or more, and each race lives a different age span to the others — what is the situation in *RuneQuest?*

10. On page 60, Rune Magic section in the rulebook, it states 'Casting a Rune magic spell prevents a character from casting any other Rune magic or battle magic spell.' Que?

11. In *Cults of Prax*, in the section of Biturian Varosh's travels of the Chalana Arroy section, 'men-and-a-half' are mentioned. Any ideas as to what these are?

12. Have any details been published on the Mostali cult, and if so where?

13. Are Rune spells stored in the mind like Battle magic spells, taking up one point of INT per point of spell?

Despite this large number of queries, I have played and enjoyed the game very much. . . .(honest).

Yours sincerely,
Graham Cobley, Leics.

1. This isn't actually specified anywhere but if you did choose to allow it (and why not) +4 on both attacks should be given as the blade is sharp for both attacks. As the percentage increase is added before the split your second example would entail a 10% increase on each attack.

2. An arrow cannot be parried (nor a slingstone or bolt) but if it hits the location specified to be covered by a shield it strikes the shield. A larger missile weapon could be parried by a shield and a shield only, and only if the parrier saw the missile being thrown in time. Perhaps throwing under DEX x3 on percentile dice could allow a parry (or x2 in difficult circumstances). The referee must decide each case on its own merits.

3. Yes. 4. I've always considered that a critical is also an impale, slash or crush according to the type of weapon. What damage these do is currently under discussion (see WF*13 pg2;* WF*14 pgs11-12).*

5. Not necessarily, although disallowing any increase above 75% with training alone would be advisable.

6. Yes, only RuneLords can progress above 100%.

7. If the master is a member of a guild he would have to pay the guild some kind of tithe, but if he isn't he could keep all the money but it's very likely the guilds wouldn't be at all happy about it.

8. No, he is still a RuneLord. Only RunePriests are forbidden (voluntarily) to go below the minimum POW required and hence cannot ask for Intervention as a Lord can, but have to use the Divine Intervention *spell.*

9. Can't find a reference to this anywhere. Try writing to Chaosium.

10. This refers to a single melee round. Only one Rune spell can be cast per round and during that round no other magic can be cast, unless the caster is under the effects of a multi-spell.

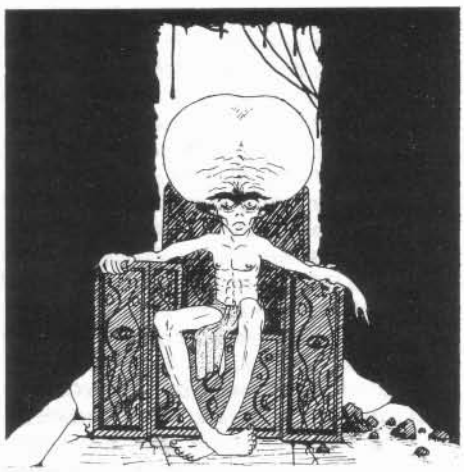
11. The men-and-a-half or Agimori are described in Wyrm's Footnotes 12 *and in* Borderlands *(available from* GW *now). They're another Praxian tribe.*

12. The Mostali cult is referred to in Griffin Mountain *(pp120-3) but only briefly. No doubt* Chaosium *will soon be producing something substantial on the subject.*

13. No, Rune spells are 'memorized' by the God on behalf of the caster. Look out for RuneRites *in* WD35 *for another Question and Answer session.* *—Ed/O.D.*

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This month, a collection of creatures with psionic powers. . .*

All in the Mind



PSITAN
by Andy Wouldham

No Appearing:	**1 – 2**
Armour Class:	**10**
Movement:	**3"**
Hit Dice:	**5 – 10d4**
Treasure:	**50 – 100gp**
Attack:	**See below**
Alignment:	**Chaotic evil – lawful good**
Intelligence:	**Genius to supra-genius**
Psionic Ability:	**300–800. Attack/defence modes: all/all**

Psitan can be found in most regions barring the most arctic and the most arid. They are usually encountered in subterranean settings as they are albino and dislike prolonged exposure to sunlight.

It is believed that psitan are the result of radical genetic engineering carried out by mind flayers on humans to create a thrall race more susceptible to psionic control. However, the experiments went badly wrong, creating a race of super-psionics with a pathological hatred of mind flayers.

They are medium sized, physically weak creatures (strength ranging from 3 – 8), and, due to their enormous craniums, they are slow and awkward (dexterity not more than 9). They are easily exhausted by any physical exertion and must rest frequently. Most of their labour and tasks are carried out by their use of psionic disciplines, of which each individual has a complete command, their level of mastery ranging between 9 and 14.

Psitans communicate with each other by a natural telepathy and are known to speak the tongue of mind flayers and 30% of them also speak the common tongue.

Due to their frail, physically weak bodies and awkwardness, psitans engage in any physical combat (a rare occurence) as though 1st level magic users with a -2 to hit. Damage done by a successful hit will be 1–2 regardless of weapon type.

PSI-MULE
by Phil Masters

No Appearing:	**1**
Armour Class:	**6**
Movement:	**12"**
Hit Dice:	**3d8**
Treasure:	**Q**
Attack:	**1 bite for 1 – 3**
Alignment:	**Chaotic evil**
Intelligence:	**Exceptional**
Psionic Ability:	**120–150. Attack/defence modes: A,C,D,E/F,G,H**

No-one knows when or where, or whether by accident or design, but somehow a mule once mutated so as to breed true, gain a thicker hide and high intelligence, and, worst of all, to fight with psionic powers. The result, the psi-mule, is omnivorous, needing all sorts of protein for its mutant metabolism, but has a taste for human flesh; furthermore, it enjoys killing. It can bite opponents, but obviously finds a mind flayer-type Mind Blast more effective.

A psi-mule has a weak form of *ESP* permanently in operation, which prevents it from being surprised. When first encountered, it produces a powerful sort of psionic illusion which makes it appear to be a normal, tame mule with saddle-bags stuffed with jewellery, weapons, money and such treasure – thus putting victims off their guard. It has a 60% chance, rechecked every 5 rounds, of completely taking over any normal mule within 3"; an Intellect Fortress within range halves this chance and a Tower of Iron Will negates it.

The psi-mule, in additon to its attack/defence modes, has the following disciplines at the 5th level of mastery: Animal Telepathy, Body Equilibrium, Cell Adjustment, Detect Magic, ESP, Molecular Agitation, Suspend Animation, and Molecular Manipulation.

GIANT MOLE
by Roger E Moore

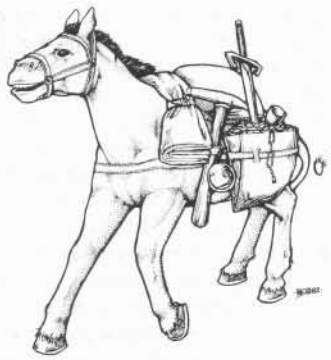
No Appearing:	**3 – 18**
Armour Class:	**7**
Movement:	**6" (3" burrowing)**
Hit Dice:	**3d8 + 1**
Treasure:	**C, T, X**
Attack:	**2 claws for 1d4+1 each, or psionics**
Alignment:	**Neutral**
Intelligence:	**Average**
Psionic Ability:	**70–100. Attack/defence modes: B/F,G, special**

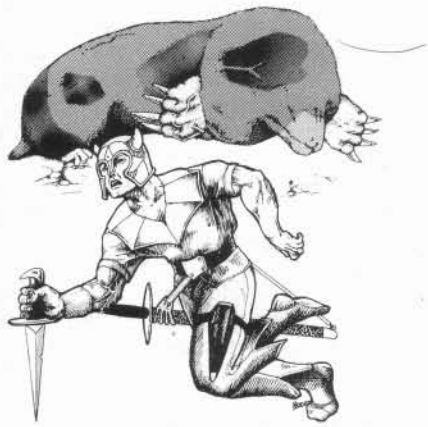
Giant moles inhabit hills, plains and scrub country where they build their winding tunnelled homes. They are man-sized, and have dark grey or black fur. With their barely visible eyes, giant moles cannot see well at all beyond 30' in daylight, and have no infravision. However, their senses of hearing and touch are extraordinary, and their sense of smell so well developed, that they cannot be surprised in underground settings, and they incur no penalties to hit in combat. Their long, sharp front claws tear easily through even hard packed dirt, but not solid rock. Giant moles live in colonies in complex tunnel systems with several entrances and secret exits. The tunnels average 3' to 5' in diameter, with large chambers and rooms (10'–20' across).

These creatures are fairly amiable, and are on especially good terms with gnomes. They are usually neutral to all other beings, except ankhegs, whom the moles hate for the damage and destruction they do to the mole colonies. Giant moles can *detect magic* by touch, and tend to collect magical items in their burrows as souvenirs.

They all speak their own language and alignment tongue, 60% also speak gnomish, 10% know the common language and 5% know one other tongue of some sort.

Giant moles are psionic to a moderate extent, and each has a psionic ability of 70–100. All are immune to Mind Thrust psionic attacks and each has 1–3 randomly determined Minor Devotions. A giant mole colony is 75% likely to have 2–4 brain moles (*MM*) acting as unintelligent guards.





ZYTRA (Lord of the Mind Flayers) by Charles Stross

No Appearing:	**Unique**
Armour Class:	**-7**
Movement:	**12"**
Hit Dice:	**130 hit points**
Treasure:	**A x 4, H x 2, U**
Attack:	**4 tentacles (special), 2 hands for 2d12 or by weapon type plus special**
Alignment:	**Chaotic evil**
Intelligence:	**Supra-genius**
Psionic Ability:	**436; Attack/defence modes: all/all**

There can be no question that this is the most subtle, deadly, evil and merciless of all the Demon Lords or princes, being the prince of the dread illithids. He appears as a mind flayer at first glimpse, but the resemblance is only skin deep, for he is more powerful than any illithid lord and will tolerate no rivals from the common mob of ordinary mind flayers. The enmity between him and the other lords is so great that all shun him.

He seems to attack in the normal mind flayer manner of inserting tentacles into the victim's brain, but that is only what *appears* to happen, for in reality he is launching a psionic attack on the unprotected brain of such power that the brain is fried in a number of melee rounds equal to the intelligence of the victim divided by 4 (fractions rounded down). Only a psionic defence can withstand this, in

which case the victim only suffers the equivalent of a maximum strength psionic attack upon a non-psionic, and it costs Zytra only 5 points per melee round to maintain one tentacle's attack, as opposed to the huge amounts expended in normal psionic combat (which Zytra can use, but sharing the illithid's cowardly nature, prefers not to). He has two other attacks by hand: Zytra has a strength equal to a storm giant's, and chokes and crushes two of his victim's for 2d12 each round, cumulative, or uses weapons with +6 to hit and +8 on all damage. He can only be hit by +3 or better weapons, and has a magic resistance of 90%.

Zytra has the following psionic abilities: Body Equilibrium; Domination; Expansion; Levitation; Detection of Good/Evil or Magic; Astral Projection; Aura Alteration; Probability Travel; Mind Bar; Telepathy; or Shape Alteration all at the 11th level of mastery, one only in any one melee round, and at half cost. He also uses the following magic: *cast continual darkness, shadow monsters* (illusionist), *phantasmal killer, detect invisible, ESP, clairvoyance/audience, cast 10d6 fireball, shape change, mass charm* (x1/day), *telikinesis* (16000gp weight), *prismatic sphere* (x3), *permanent* (x1), *animate dead,* lvl 23 MU *power word kill/unholy word* (x2/day), any *symbol* (x1), *mirror image* (only in dire cases), and *gate* in 1–4 type 3–5 demons (75% success, 33% each type), and he fights with the *Rod of Zytra*, a strange object related to a *Rod of Lordly Might*, which, in addition to using all the powers of such, can sprout tentacles as a ¼-sized *tentacle wall* (50 HP) once per day, acts as a *Helm of Telepathy* for psionic users, and has the effect on a victim, if no other property is used at the same time, of a *death* spell, with the maximum hit dice killed/raised to 8 +4, and has a +4 bonus to hit in all weapon modes. It drains one level/round if handled by any of unlike status using the wand without Zytra's express and willingly given wish (given rarely and even then only grudgingly and for a short time). It is used only in combat if Zytra uses no other attack method, in which case Zytra attacks as a level 32 lord.

GRIMP by L Barton

No Appearing:	**3 – 9 (2d4 + 1)**
Armour Class:	**4**
Movement:	**6"/12"**
Hit Dice:	**2d8 + 3**
Treasure:	**A**
Attack:	**2 claws for 1d4 each, bite for 1d6 (or by weapon type), sting for 1d6 plus poison, plus special.**
Alignment:	**Neutral evil**
Intelligence:	**Average**
Psionic Ability:	**Special**

These rare, 2' tall creatures have large wings which give them an Aerial Manoeuvrability Class of C. They look like a cross between an imp and a gargoyle. Their colouring can range from blue to green, brown, black, or red, but blue and green are by far the most common.

The grimp delights in causing difficulty and distress. The sight of a completely helpless creature about to be torn limb from limb is hysterically funny to them. They typically render a party, or lone adventurer, helpless, lure a powerful monster within sight of the victim and then withdraw to watch the fun. They usually accomplish this by having 10% of their number find a monster, while 90% engage the victim(s) in combat.

In combat, they attack with either a claw/claw/bite/sting combination; the use of two weapons/sting; or a use of their special powers. The tail sting also injects poison (save at +1, or take 2d8 damage). They can use two weapons (one in either hand) at one time but these are scaled down and do only half normal damage. They prefer not to engage in melee unless they greatly outnumber their opponents, but prefer to use their special abilities.

They permanently emanate a *disruption* spell (1" range, 1 round duration), and an *absorption* spell (see below). They also have a special form of *disruption* spell which causes things to break, fly off in the wrong direction, dance about of their own accord, and generally go wrong (save vs magic negates) —castable once per day.

They have no psionic attack and defence modes, but do have the following abilities at the 3rd level of mastery: Molecular Agitation, Molecular Manipulation, Telekinesis (thrice per day each), and Molecular Rearrangement (once per week).

DISRUPTION (Enchantment/Charm)
Usable by: *illusionist* Level: *3*
Range: *T"* Duration: *T turns*
Area of effect: *3"x3"* Components: *V,S*
Casting time: *T rnds.* Saving throw: *neg.*
This spell causes another caster's spells to go wrong. When the spell is cast all spell-using creatures within the area of effect are required to save vs spells or else believe that all their spells will not work. Thus, although the victim has not been attacked in any way, his/her spells have been *disrupted* by the victim him/herself and will not work.

ABSORPTION (Abjuration)
Usable by: *cleric, MU* Level: *5*
Range: *touch* Duration: *6 turns*
Area of effect: *1 individual* Components: *V,S,M*
Casting time: *1 rnd.*
Saving throw: *neg.*
The recipient can absorb spells which add up to the total level of the caster. Thus all saving throws against any sort of magic are at +4 and whenever a spell is cast at the recipient, then he/she may make a saving roll against spells. Thus if a 10th level MU casts this spell, then the recipient can absorb 10 1st level, or 5 2nd level, or 3rd and one 1st, etc, up to 2 5th level spells. The material component is a small iron bar. ■

Witch's Brew

Treasure Chest *is a regular department dedicated to readers' ideas for* D&D. *This issue a collection of miscellanea. . .*

THE CUBE OF PUZZLEMENT
by Tony Parry and Jerry Vaughn

This small 3" cube consists of multi-coloured squares. When it is first discovered a character must make a saving throw versus magic or try to solve the cube. If a character fails his save then he/she will do nothing but try to solve the cube. No combat can be entered into, no spells cast, and only necessary actions such as eating, sleeping etc can be taken.

There is only a 1% chance per week plus an extra 2% per three points of intelligence of solving the cube. If the cube is solved then it stays solved until someone else picks it up!

The cube is impervious to all forms of attack and only a *remove curse* will nullify its effects.

D&D FIGHTERS WORDSEARCH
by Graham Staplehurst

Q	U	I	N	T	A	I	N	A	I	R	A	B	R	A	B
B	C	M	O	R	N	I	N	G	S	T	A	R	R	X	L
O	C	H	E	V	A	L	G	E	N	T	E	R	M	E	I
L	R	N	A	W	L	S	D	N	T	I	O	M	R	Y	A
A	A	E	R	I	R	I	L	L	I	W	R	U	L	L	L
T	W	O	H	A	N	D	E	D	S	W	O	R	D	E	F
G	E	C	M	R	E	V	I	U	Q	M	S	A	A	I	H
N	R	V	R	U	E	P	H	A	R	U	R	R	G	P	L
A	A	O	I	M	L	G	S	A	R	T	A	H	L	O	S
R	P	A	L	A	D	I	N	W	O	B	T	R	O	H	S
E	I	T	T	S	L	V	T	A	I	E	K	H	R	E	P
M	E	H	N	H	I	G	E	C	R	S	C	R	Y	E	I
O	R	G	P	K	G	C	F	E	R	S	O	R	O	E	L
O	O	I	I	M	A	I	N	G	A	U	C	H	E	F	U
B	K	N	A	M	S	D	R	O	W	S	A	P	R	S	M
E	G	K	S	T	A	F	F	W	T	N	E	D	I	R	T

56 words are hidden in the grid shown above. They are written in any direction: up, down, forwards, backwards or even diagonally. The word RANGER has been given to you to start off. All you have to do is locate and mark in the 55 other words. When you have done this, there will be 11 unused letters left in the grid which can be arranged to give the name of a well-known fighter. To claim your prize, just send this name to *White Dwarf*. All those correct entries will be put into a hat and a single winner drawn out. The prize will be a free annual subscription to *White Dwarf*. The other 55 words are:

Arabic
Arena
Armour
Army
Arrow
Awl
Axe
Barbarian
Battle
Bola
Boomerang
Chain
Cheval
Cock
Crest
Dart
Epee
Fighter
Fist
Flail
Fork
Glaive
Glory
Helmet
Hero
Knight
Mace
Main Gauche
Mars
Morning Star
Net
Paladin
Pilum
Pike
Quarrel
Quintain
Quiver
Rapier
Rend
Rope
Samurai
Sap
School
Shield
Shortbow
Sparring
Spear
Staff
Swing
Swordsman
Trident
Two Handed Sword
Viking
Warrior
Wright

POTION OF LYCANTHROPY
by Roger E Moore

Appearing in no way different from any other sort of magical potion, the cursed *Potion of Lycanthropy* contains a magical suspension of viral matter that will infect any human character drinking it with the disease of lycanthropy, even if the smallest drop is consumed or touched to the tongue. Non-human beings drinking the potion will be stricken ill and will suffer 3-12 points of damage on the spot, and 1-2 points per round thereafter for one turn; no other effects will occur. Humans, however, will notice no after-effects aside from temporary nausea and cramps. But on the nights of the next full moon afterwards, the character will be transformed into a lycanthrope of the following sort (roll d20; a potion will produce lycanthropes of one sort only):

1-7	Werewolf
8-11	Wererat
12-14	Werebear
15-17	Wereboar
18-19	Weretiger
20	Other sort of Were-creature (mammalian)

The guidelines in the *Dungeon Master's Guide*, p22-23, should be used to determine the course of the illness and the chances for curing if detected in time. See the *Monster Manual* for details of the various lycanthrope types.

ARMOUR DISINTEGRATION IN D&D
by Nick Gray

In the present *AD&D* system armour lasts for ever. With all the battering it gets I find this hard to believe. The following is a system of gradual armour disintegration.

Armour Class Disintegration Points = Damage – (no needed – no rolled).

Eg Jodrime Angor, a fighter, has a brand new plate mail suit. He is attacked but not damaged (the attacker needed a 17 and rolled a 15). The attacker then rolls the damage he would have caused, had he hit. He rolls a 7.

ACDPts = 7-(17 - 15) = 5pts.

Now Jodrine's plate is reduced from a perfect 400 to 395. When it is reduced to 330 it has been battered so much that its protective value has become that of AC4 and so on until it falls to pieces at AC0.

This disintegration only applies if the attacker's score was high enough to hit AC10. If this is not so then no ACDPts are lost.

If shields are used then they take 25% of the damage and then armour takes the rest. This disintegration can also apply to magic armour and shields at the DMs option. Perhaps they can be given an increased number of Armour Class Disintegration Points that must be lost before a drop in Armour Class occurs.

Armour Disintegration Points Table

	Armour Class									
Armour	2	3	4	5	6	7	8	9	10	Shield
Plate	–	400	330	275	220	165	110	55	0	–
Splint	–	–	300	235	188	141	94	47	0	–
Banded	–	–	330	260	208	156	104	52	0	–
Chain	–	–	–	300	228	171	114	57	0	–
Scale	–	–	–	–	250	177	118	59	0	–
Ring	–	–	–	–	–	200	120	60	0	–
Studded Leather	–	–	–	–	–	100	60	30	0	–
Padded	–	–	–	–	–	–	50	20	0	–
Leather	–	–	–	–	–	–	60	25	0	–
Small Wooden Shield	–	–	–	–	–	–	–	–	–	20
Small Shield	–	–	–	–	–	–	–	–	–	40
Large Shield	–	–	–	–	–	–	–	–	–	50

MAGIC TRACERY
by Alex Begg

Usable by: *Cleric, MU*
Level: *3*
Range: *see below*
Duration: *see below*
Area of effect: *One person or passage*
Components: *S*
Casting Time: *2 segments per strand*
Saving Throw: *None*

This spell causes a fine tracery of glowing strands. Each one acts as a strong, almost unbreakable cord. They can be used either to block a passageway or bind a captive. They last until unpicked, which can be done at the rate of one a melee round, by an MU or Cleric, or using a magic sword to cut them away.

FOREVER TOWERS
JUST RESTING
Book your chamber now!

MEGA~CITY NEWS

MEGA MINTS, MEGA MINTS
TOO GOOD TO HURRY MINT

JUDGE DREDD ON THE SHELF

Judge Dredd, the game of crime-fighting in Mega-City One is to be released at *Games Day '82* by *Games Workshop.* Designed by Ian Livingstone, an ardent Dredd fan, the game involves players as Judges attempting to arrest notorious lawbreakers like Judge Death, The Angel Gang, Orlok the Assassin and others for crimes ranging from Driving Too Slow to Murder. Dredd fans will love the Brian Bolland box art and Ian Gibson board art depicting Mega-City One.

There will be a Judge Dredd prize competition at *Games Day '82* run by Ian Livingstone.

EIGHT 'KILLED' AT DRAGONMEET

Attendees at Dragonmeet *before they became Dragon meat courtesy of* Treasure Trap.

Dragonmeet this year was held at a new venue, Central Hall, Westminster on 17th July. This larger site, together with extended hours, saw much more games playing happening and higher attendance. 800 people joined in on the activities which included *AD&D* and *RuneQuest* competitions, *Traveller, T&T,* boardgames, Table Top figure battles, Computer games, figure painting competitions all surrounded by trade and fanzine stands.

Perhaps the most bizarre sight of the day (apart from the editors of *Dragon Lords*) was the live medieval combat demonstrated by fully costumed members of *Treasure Trap.* Their spectacle overflowed outside Central Hall to the sunny streets outside Westminster Abbey where *Dragonmeet* attendees could challenge the Treasure Trappers to combat with foam-headed mace and shield. Needless to say non survived. Rumour has it that revenge may be taken at *Games Day '82* where *Treasure Trap* will throw out their next challenge.

OVER THE TOP

Definitely on the fringe of the role-playing hobby are two releases from two new companies. *Oracle Games* from Canada have released *Alma Mater,* an RPG concerned with a teenager's life in modern day American high school. It's a kind of pencil and paper simulation of 'sex, drugs and rock 'n' roll' with suggested scenarios including gang fights and the control of drug markets. Interesting classmates include Starr, a social queen who hangs around Jocks as if she were a team mascot, and often grants them 'favors' to enhance her popularity!

Next, we have *Recon,* the role-playing game of the Viet Nam War published by *RPG Inc* from Arizona. The obscenities of Viet Nam are obviously long forgotten as quote, 'within the restrictions of an entertaining game, *Recon* attempts to be as accurate in its portrayal of the Viet Nam experience.'

Oh, what fun napalm is.

ZOMBIES ON THE LOOSE

Just seen, crawling up from the bowels of the earth is the latest addition to *Citadel's Fantasy Tribes* range. These are the Zombies and, as usual, they are supplied with assorted heads. Seen leering above from left to right are *FTZ1: Zombie Staggering Forward, FT26: Zombie with Butcher's Cleaver* and *FTZ3: Zombie with Club.*

Also new from *Citadel* is the remodelled *FA9: Massive Barbarian Hero* and a replacement for the *Ral Partha ES34: Female Dungeon Victims,* one of which is shown.

NEW FLOORS

Back in print after a lengthy repackaging exercise are *Games Workshop's Dungeon Floor Plans* together with *Dungeon Floor Plans II.* The original set of 12 card sheets of gridded stone, dirt, flagstone and wooden flooring are joined by an extension pack of trees, grass, water, room features and additional flooring. Now boxed, the good news is that the price remains at £2.99 per set.

HOT OFF THE PRESS

As the cost of importing games from the USA continues to increase, more titles are now being printed in the UK. *Games Workshop* have just released *Chaosium's Cults of Prax,* probably the most important supplement to *RuneQuest.*

Flying Buffalo UK have now printed *The Morrow Project* under licence from *Timeline Ltd.* This RPG is set 150 years in the future in post holocaust America.

DWARFS INCREASE

New minigames from *Dwarfstar,* the people who gave you *Barbarian Prince,* are *Star Smuggler* another solitaire game, *Dragonrage* in which one player controls a dragon bent on the destruction of the other player's town, *Goblin* and *Grav Armour.*

Dicing With Dragons

Is the title of a new introductory book on role-playing games written by Ian Livingstone. In addition to the chapters on existing RPGs, accessories and peripheral activities such as computer games and 'live' role-play, there is a complete solo RPG included. The RPG system is entitled Fantasy Quest and the scenario in the book is called *Eye of the Dragon.*

Dicing With Dragons is being published by Routledge & Kegan Paul, and advance copies will be available at *Games Day '82* where Ian will be signing copies.

Sunday Drivers

A new role-playing supplement to *Car Wars* has been published by *Steve Jackson Games* entitled *Sunday Drivers.* Also expected soon are *Autoduel* miniatures.

Just confirmed is the news that *Games Workshop* will now definitely be releasing *Battlecars.* This game was designed by Ian Livingstone and has been in prototype form for 2 years! Last seen in public at Games Day '81, the boxed game of do-it-yourself death machines should be available in November.

FRONTIER EXPANSION

Star Fleet Battles Expansion No 2 continues the *Star Fleet Battles* series from *Task Force Games.* Included are rules revisions, 21 new ship displays, Federation fighters, new weapons and scenarios.

Award Winner

Voting for this year's *Games Day Awards* has been very heavy and as a result, *Games Workshop* have confirmed that the same postal ballot system will be used for Games Day '83.

NEXT ISSUE

Before your eyes in the next issue of *White Dwarf,* which is due out on 1st October, will be:

Troubles at Embertrees, a *D&D* epic scenario by Paul Vernon based on his Town Planner series; *Droids,* robots in *Traveller* by Andy Slack; — details of various robots for use in *Traveller* — by Andy Slack; *Microview,* the new department covering computer games, edited by Mike Costello; plus much more.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

Grand Clearance Sale
Up to 50% off. 25mm figures, collectors figurines, military books, military equipment in 25mm and 1/72, board games and fantasy items. Send large SAE to: *Follow the Drum,* 9 London Rd, Pembroke Dock.

Grim Reaper 2
This is a New Zealand fantasy/science fiction amateur magazine covering most topics. For a sample copy write to Callum Forbes, 75 Messines Road, Wellington S, enclosing $2 if in Australasia, $4 elsewhere.

You want a fight?
Then get *Cantina,* a role-playing brawl in the far future. Includes board, shield, many different characters, combat system and full instructions. Excellent value at only £2.50. Send to *Masked Referee Games,* 10 The Parkway, Willerby, Hull. Make cheques/PO payable to *Masked Referee Games.* Sorry — UK only. We regret the game does not include percentile dice. Please allow 28 days for delivery.

For Sale
Traveller rulebooks 1, 2, 3, 4, 5, £2 each. *Supplements* 3, 7, 4, £1 each. *Adventures* 3 & 6, doubles 2 & 3, £1.50 each. Tel: Hornchurch 40109.

Not the Dragon Lords Advert
Please assume this is a witty, intelligent, eye-catching advert and send 60p to D Hulks, 54 Slimmons Drive, St Albans, Hertfordshire for issues 1-5 of 36pp, mega-quality F/SF games fanzine *Quasits & Quasars.*

Look!
FOR SALE — 35 items, *AD&D,* Magazines, *C&S,* Games, SF. Must be something for you! Write for list with SAE to Mr A R Barrow, Royden, Perks Lane, Prestwood, Bucks.

"DragonLords 12 is out now!
Mneep mneep bloop kazingo maaap!! Yoki tangtang duubak hombo ajakilbeis ixat Ian Livingstone AGAIN!! Kotobongy gujgudge bloop, ornax zonk pugdrithik urs Vornatashontoliomity! Work this out and win a prize, by sending 60p to Ian Marsh, 'Avalon', Grams Road, Walmer, Kent."

The Fantasy Herald
Issue one *Space Opera* and the Temple of Khaa. Issue two *RuneQuest* module and *D&D* encounters. Reviews, articles and news. A great new fanzine. Sixty pence post free each issue. Six issue sub £3.60. All from *Sun Reach Publications,* 44 Candleriggs, Glasgow.

For Sale
D&D equipment. Cost £65. Accept £40. Will split. Phone 0706 217260, write to Jason S Proctor, 3 Jonathan Close, Helmshore, Rossendale, Lancashire, BB4 4JF.

CLUBS

NORTH SURREY
Strodes College FRP Club
Games: Any RPG, especially *RuneQuest.*
Time: To be arranged.
Place: Strodes College, High St, Egham, Surrey.
Contact: Neil Bardon, The Klondyke, Bridge Lane, Virginia Water, Surrey. (099 04 2420).

HARLOW
The Other Harlow Wargames Club
Games: *AD&D, Traveller, Top Secret,* board games.
Time: To be arranged.
Place: To be arranged.
Contact: Philip Edgeworth at Harlow 25868 any Monday between 5-6pm.

BLACKBURN
Hoghton Role-Playing Club
Games: *AD&D, RuneQuest, Traveller, T&T, C&S,* etc.
Time: Saturdays.
Place: Members' Houses.
Comments: Ages 13+.
Contact: Gary Newton, 16 Fowler Close, Hoghton, PR5 0DS. Tel: Hoghton 3329.

EAST GRINSTEAD
East Grinstead Role-Playing and Boardgames Club
Games: *D&D, RuneQuest,* etc.
Time: Saturday 2-6pm.
Place: Methodist Church Hall, Lingfield Road.
Comments: Above details to be finalised. Beginners welcome.
Contact: Tom Owen, East Grinstead 25228.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Magazines Wanted
Excellent prices paid for any *Wyrms Footnotes* (excluding issue 9) and *JTAS* 4-5. Contact: Don Lloyd, 2 The Borough, Canterbury, Kent, CT1 2DR.

Hemel Hempstead
Serak the ex-illusionist has defected to the ranks of DMs and needs youthful players to play in campaign. Call Dane on Hemel 53258.

RPG Wilmslow
AD&D, T&T, Traveller, RuneQuest, any others tried. Age 15+. Contact: Richard Hudson, 10 Oak Lea Ave, Wilmslow, Cheshire, SK9 1QL.

AD&D NW London
Inexperienced 15-yr old *AD&D* player seeks group in NW London area to join. Contact: Mark on 01-205 4322 (after 6pm).

Urgently Wanted
Buy, borrow any of the following. *Wyrms Footnotes* 1-13, *WD* 1-6, 8-11. Good prices, will consider any. Contact: Andrew Roberts, 2 Park Walk, Fareham, Hants PO15 6NQ. Phone Fareham 282 031 during office hours.

AD&D Leicestershire
22-yr old DM seeks *AD&D* players/clubs/groups in the Ashby, Markfield, Loughborough area, Interested parties phone Nigel on Coalville 38404.

AD&D Peterborough
'Honesty', a female halfling thief recently transported to Orton, seeks dungeon adventurers in Peterborough area — adult groups preferred. Contact: Jackie Apps, 57 Eldern, Orton Melborne, Cambridgeshire.

Wanted
Anyone interested in exchanging scenarios, ideas etc for *Space Opera* or *Traveller.* Send in 2, receive 4 back. Also wanted *Traveller Journal 7.* Write to Jeff, 31 Tamerton Ave, St Bucleaux, Plymouth, Devon. (SAE).

Urgent
WD18 wanted, fair price paid. Contact: Ian Bennett, 15 Daisy Avenue, Penshurst, Sydney, Australia 2222.

RPG Cambridge
Any players of RPGs or other games needed to join established campaigns of *AD&D, RQ, DQ* hybrid, *AD&D* and *Traveller* variants. Contact: Cambridge 355354 and ask for Gavin.

D&D Woodlesford/Dulton
Players needed, either sex, any alignment. Ages 13-18. Contact: R Middleton, 37 Beechwood, Woodlesford, Leeds.

Outreach
Anyone interested in a game of Postal *Outreach,* taking place in September onwards? Please contact: C Boote, 37 Cypress Grove, Hainault, Ilford, Essex, or ring 01 500 7918 after 7.30pm and ask for Chris.

FRP Luton
15-yr old interested in *T&T, Dragonquest,* and boardgames seeks contacts in Luton area of similar age and interests. Please write to Robert Ellis, 84 Montrose Ave, Luton or phone Luton 25838.

Mayday!
17-yr old space *Traveller* stranded in Paisley subsector. Would like to make contact with any clubs in Paisley area. Contact: Colin Bisset, 78 Dundonald Road, Gallowhill, Paisley, Scotland.

PBM
Play by Mail games at non-profit prices — *D&D, Traveller, T&T.* Send SSAE to David Horner, 32 Fagley Drive, Bradford, W Yorkshire, BD2 3LE.

Tired of the Mundane?
Then come with us, back to when women were real women and men fought over them. When food was not artificial and additives were interesting. Make history exciting — join us in the current middle ages. Tel: Dave, Basingstoke 57561.

Is there anybody out there?
16-yr old experienced *AD&D* player seeks group/club in Medway area. I have plenty of modules and many dungeons of my own creation. Contact: Trev on Medway 813651.

FRP Kent
Steven Hammatt, 115 Blendon Rd, Bexley, Kent, seeks FRP players in and around Bexley.

FRP NW London
Nick Alter and friends, 35 North View, Eastcote, Pinner, seek FRP players and clubs in North West and North West London.

Finsbury Park
Peter Coleman, 274 Ferme Park Road, London NW8, seeks FRP players in Finsbury Park area.

FRP Wimbledon
Timothy Dymond, 105 Upland Road, Sutton, Surrey, seeks FRP players in the Sutton, Croydon, S. Wimbledon areas.

Players Wanted
Mark Avery, Warner House, Cock Lane, Stowe, Nr Hythe Kent seeks FRP players in his area.

Norwich
Are there any clubs/individuals willing to take on a 13-yr old boy at *T&T* in the Norwich area? GM or player. Willing to learn *D&D, RuneQuest* or *Traveller.* Phone Norwich 619949 and ask for Russell.

Central Derbyshire
26-yr old beginner in *Traveller* looking for RPGs in above area. Please write to Aubrey Bacon, 4 Rutland Place, Bullbridge, Ambergate, Derbyshire.

Help!
Relatively experienced *AD&D* player would like to contact adventurers interested in Sci-fi/Fantasy lit, with regard to forming a local FRP Guild for regular play.

If anyone has any knowledge of a Medieval Re-Enactment Club I would be grateful for any information. Contact: P Machin, HMS Dreadnought, HM Naval Base, Chatham, Kent.

Experienced Players Wanted
Giselle Winston, 18 Weech Road, London NW6, seeks competent FRP players to offer advice on running *D&D* games for schoolchildren.

London FRP
Nick Barnes, 24 Pollards Hill South, Norbury, London SW16, seeks FRP players in his area.

FRP Essex
M. McConnell, 85 Arkwrights, Harlow, Essex, seeks FRP players in his area.

National Wargames Championship, 9th, 10th October,
Margate Wargames Convention, 8th, 9th, 10th October
Venue: The Winter Gardens Margate. Convention: The Main Hall. Nationals: The Queens Room. Admission free. For details contact: Chris Baylis, 12 The Fryth, Basildon, Essex.

AD&D Burnley
Established group of *AD&D* players require a couple of experienced adventurers (any race except ½ orc) to help destroy various Lancashire beasties. Naimad (12th level Bard) on Burnley 36951.

Wanted!
WD 1-23. Contact: Michael Parr, Durfleet 6492, after 7pm.

NOW MONTHLY!

WHITE DWARF

THE SCIENCE FICTION AND FANTASY GAMES MAGAZINE

Special Offer to UK & Irish Subscribers

DURING SEPTEMBER 1982 YOU CAN CLAIM A SPECIAL 12 ISSUE SUBSCRIPTION TO *WHITE DWARF* FOR JUST £9.00 (NORMAL SUBSCRIPTION RATE £10.00) IF YOU LIVE IN THE UK OR IRELAND

12 MONTHS SUBSCRIPTION RATES:
UK & Ireland £9.00 (Special Offer) . . . . . ☐
Europe (Air)/USA & Elsewhere (Surface) £17.00 ($31.00) . . . . ☐
USA & Elsewhere (Air) £25.00 ($45.00) . . . . . ☐
6 MONTHS SUBSCRIPTION RATES:
UK & Ireland £5.50 . . . . . ☐
Europe (Air)/USA & Elsewhere (Surface) £9.00 ($16.50) . . . . ☐
USA & Elsewhere (Air) £13.00 ($23.50) . . . . . ☐
SAMPLE ISSUE:
UK & Ireland £1.00 (75p + 25p p&p) . . . . . ☐
Europe (Air) & Elsewhere (Surface) £1.50 ($3.00) . . . . . ☐
USA & Elsewhere (Air) £2.20 ($4.00) . . . . . ☐

I wish to begin my subscription with the current issue.

Please make your cheque or PO (no cash accepted) to **Games Workshop Ltd.**, then send them to **GAMES WORKSHOP LTD., 27-29 SUNBEAM ROAD, LONDON NW10 6JP.**
VISA (Barclaycard) & ACCESS holders can subscribe by telephone on 01-965 3713.
PLEASE PRINT CLEARLY IN BLOCK CAPITALS

NAME . . . . . .
ADDRESS . . . . . .
. . . . . .
. . . . . .
. . . . . WD33

GLADIATOR!

The dust, the sweat and the passion of two men locked in combat. They fight in a great arena on the planet Crane - and one of those proud warriors is yours, trained and developed by you since before his first battle. Will he falter in this supreme test of skill and endurance? Or will he triumph, ready for the next dramatic **GLADIATOR!** struggle?

Battles cost only £1.00 each. Enter this exciting play-by-mail game for £5.00, which covers your game materials and the first two fights. Send cheque/postal order to Mitre Wargames at the address below. Full refund if you decide the game is not for you.

Write for details of two other superb play-by-mail fantasy games - **THE TRIBES OF CRANE** and (just starting) **STARMASTER**, the eagerly awaited science fiction adventure.

MITRE WARGAMES,
Lothlorien, Stockdale,
Heelands, Milton Keynes,
MK13 7NB
Tel: 0908 310949

WHITE DWARF

FEEDBACK FORM — ISSUE 33

Please rate each of the following on a scale of 1-9.
1 = Sorry, this would be better off in a black hole!
5 = Average/mixed feelings.
9 = Great, let's have more!

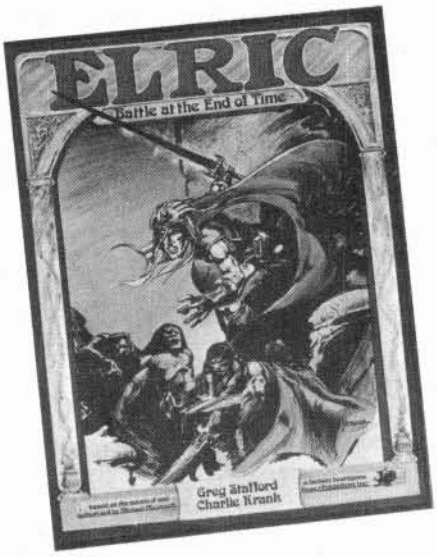
1 COVER	☐	6 ARMS AT THE READY	☐
2 WEAPONS IN TRAVELLER	☐	7 RUNERITES	☐
3 TOWN PLANNER Part 3	☐	8 BREVET RANK	☐
4 STARBASE	☐	9 FIEND FACTORY	☐
5 RUMBLE AT THE TIN INN	☐	10 TREASURE CHEST	☐
		11 NEWS/SMALL ADS	☐

1. Would you like to see a one-page department devoted to a different role-playing system in each issue? Yes/No.
1a. If yes, which systems? . . . . . .
2. Would you like to see book/film reviews if they were relevant to RPGs? Yes/No.
3. Would you like to see occasional short SF/Fantasy fiction if related to RPGs? Yes/No.
4. Would you like to see SF/F boardgames/wargames (playtests, strategies etc) featured now and then? Yes/No.
5. As above but for play-by-mail games (such as Star Web, Tribes of Crane, etc)? Yes/No.
6. Age. . . . . .

General comments. . . . . .
. . . . . .
. . . . . .
. . . . . .

Please send your response to: Feedback, 27-29 Sunbeam Road, Park Royal, London NW10 6JP by 20th September 1982.

ENTER ELRIC'S WORLD



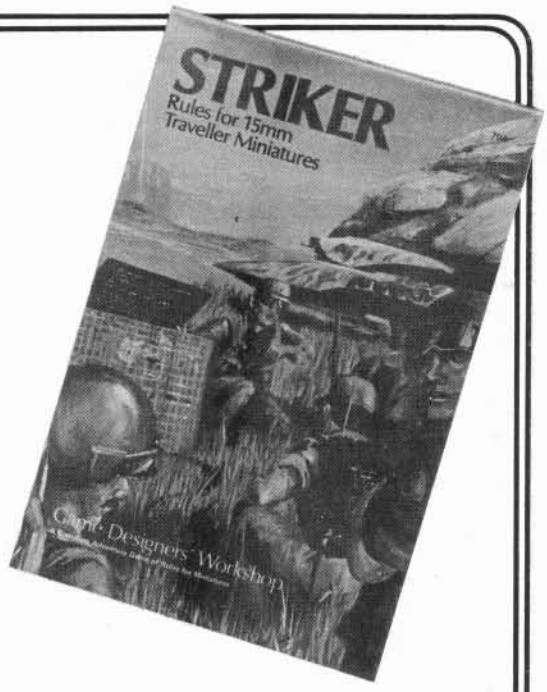
Elric - Battle at the end of time is easy to learn and yet faithfully recreates many incidents from Michael Moorcock's novels.
Your prize is the city of Imryr, last bastion of the golden empire. You must amass armies, treasures and cosmic aid enough to obtain Elric's aid for your assault on his home land. Elric will only help the player with the greatest power. As you and your opponents strive for that power, the cosmic balance will sway from Law to Chaos, Chaos to Law. A foolish miscalculation could cause the balance to fail and end the world of the Young Kingdoms in stagnating order or the hell of eternal change. Dare you battle at the end of time?
You get a 22"x34" map of the Young Kingdoms (a full colour version of the map included in *Stormbringer*), 1D6, six scenarios ranging from introductory through to full world conflict, 320 play counters + magics which include Stormbringer, Noose of Flesh, Lord Arioch and many more. **Boxed £14.95**

Elric is just one of the range of games and play-aids published by **Chaosium Inc.**, which also includes *RuneQuest, Call of Cthulhu* and *Stormbringer*. **Chaosium** products are distributed in the UK by **Games Workshop Ltd.** If you experience any difficulty in obtaining the product of your choice, simply send a SAE to **Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP** for a price list and Mail Order form.

Remember you can have role-playing adventures in Elric's world with *Stormbringer* £14.95

NEW 2nd Edition

STRIKER GIVES YOU COMMAND



Striker 15mm Miniature Rules add a new dimension to *Traveller* campaign games, allowing adventuring parties to participate in surface skirmishes which can now be seen in the context of planet-wide warfare.

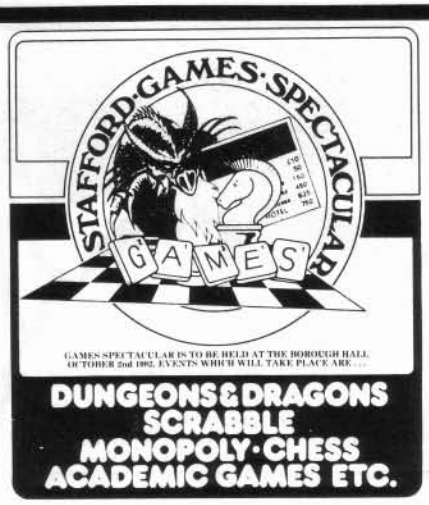
Striker's basic combat system is based on the popular *Azhanti High Lightning* game system, written with the novice miniatures player in mind. **Advanced Striker** introduces a complete system for designing armoured vehicles and aircraft at different tech levels, along with air-to-air and air-to-ground combat rules.

Striker is everything the commited *Traveller* player would expect - combat rules that can be used in existing *Traveller* situations and an essential aid for planning major campaigns.

The three **Striker** rules booklets - Book 1 Basic rules; Book 2 Equipment (which covers all weapons and vehicles presented in *Traveller* and *Mercenary*) and Book 3 Advanced Rules are supplied boxed with 2D6 . . . **£8.95**

Please note - Players who bought the first edition of **Striker** will have noticed some errata, which were amended for the 2nd edition. First edition **Striker** errata are available from the **Games Workshop Mailing Club** - send a 9" x 4 " SAE to the address shown in this advertisement for your copy.

Striker is just one of the *Traveller* range of games and play-aids published by **Games Designers' Workshop** and distributed in the UK by **Games Workshop Ltd.** If you experience any difficulty in obtaining these rules simply send a SAE to **Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP** for a price list and order form.



JOINTLY SPONSORED BY

Staffordshire **Newsletter** — J.W.BAGNALL LTD 18 SALTER STREET, STAFFORD TEL 3420

STAFFORD'S FIRST EVER

GAMES SPECTACULAR

SATURDAY, OCTOBER 2nd, 1982
THE BOROUGH HALL, STAFFORD

DUNGEONS & DRAGONS

Entry forms and enquiries – please send s.a.e. or telephone

J. W. BAGNALL LTD.
18 SALTER ST., STAFFORD. Tel. 0785 3420

Max Normal has a message for you from Games Workshop

chronicle

MINIATURES

ORDERS TO: Chronicle Miniatures, Unit 14, Engineer Park, Factory Road, Sandycroft, Clwyd CH5 2QD
Tel: (0244) 537012 or 380226

NEW FROM CHRONICLE THIS MONTH

CM21E	Orc Archer	28p
CM21F	Orc with Crossbow	28p
CM21G	Giant Orc	55p
CM22	Orc Mounted on Giant War Wolf (variations)	85p
CM23	Giant Wolf	60p
CM23A	Giant Wolf Leaping	60p
CM24	Kobold (variations)	22p
CM24A	Kobold with 2-Handed Weapon	22p
CM24B	Kobold Chieftain	28p
CM24C	Kobold Shaman/W. Doctor	22p

ADVENTURERS

CF32	Left Handed Fighter	28p
CF33	Female Fighter	28p
CT14	Anti Paladin	28p

AND NOW FOR SOMETHING COMPLETELY REDESIGNED . . .

CF4	Illusionist	ALL 28p
CF6	Dwarf Fighter	
CF7	Fighter with 2-Handed Axe	
CF11	Dwarf Thief	
CF22	Female Wizard	
CF15	Female Cleric	
CM6	Werewolf	
CM8	Vampire	
CM12	Lich	

COMING NEXT MONTH: COMPLETELY REDESIGNED HOBGOBLINS

MAIL ORDER SETS

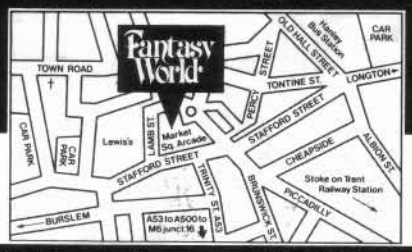
Bugbear Set: 10 figs. All variations. Save 30p **£3.00**
Orc Set: 11 figs. All types. Save 30p **£2.90**
Complete Orc Set: 31 figs. All variations. Save 87p **£7.91**

MAIL ORDER CHARGES:
Please add 10% p&p. Minimum 25p – Orders over £15.00 post free. BFPO – UK Postage. Overseas please add 33%. Airmail please add 50% – £1.00 minimum.
TRADE ENQUIRIES WELCOME

Make a journey to Fantasy World

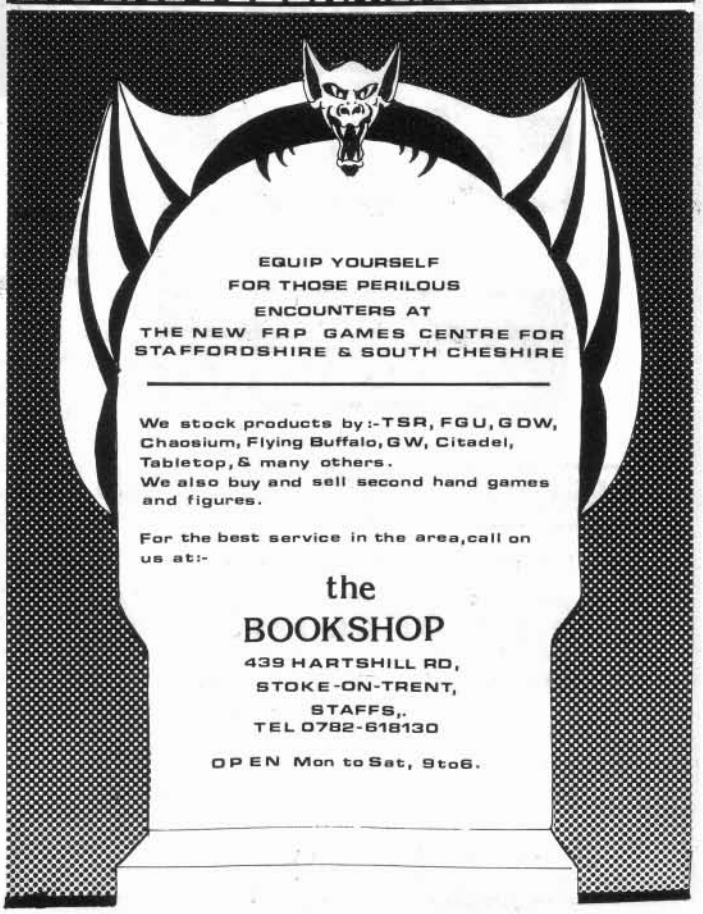
And discover the new shop in the Midlands for all your Science Fiction, Fantasy and War games. Our large stock is still growing, new games are arriving all the time and we are always willing to order any items not in stock. Our two floors also contain American and British: Science fiction paperbacks, comics, posters, film stills, fantasy art books, film and rock magazines, plus much more!

'Fantasy World' is open Monday to Saturday, 10.00 am till 5.30 pm and is easily located in the middle of Hanley city centre, at 10 Market Square Arcade. The entrance and escalator up to 'Fantasy World' is in Lamb Street, opposite Lewis's. Hanley Bus Station and Stoke-on-Trent Railway Station are just minutes away. If you are travelling by car, there are plenty of car parks available and junction 16 of the M6 Motorway is only 20 minutes away via the A53 and A500!



10 Market Square Arcade, Hanley, Stoke-on-Trent.

INTERSTELLAR ADVENTURES



NORTHERN ADVENTURERS!

All paths lead to a...

GAMES GALLERY

Attention all Generals, Astronauts, Magicians and Fantasy Adventurers.

Step into endless adventure! Browse through our vast selection of the latest and greatest in fantasy, sci-fi and historical simulation games.

New Games now in stock—Gangbuster, Ogre, Gunslinger, Borderlands, Star Smuggler.

Role Play your way into adventure with our complete range of rules, supplements, adventures and figures for A.D.D., Runequest and Traveller; Tunnels and Trolls; Space Opera, Champions, Dragonquest.

Mastermind your perfect strategy in one of our range of tactical board games from S.P.I., Avalon Hill, G.D.W. and many more.

New range of worldbeating computer chess challengers in stock now!

Rubics Revenge—only £7.35 inc. Post & Packaging available now.

Chess, Backgammon, Mah Jong, Go, Books all gaming accessories and much, much more at

GAMES GALLERY
13 Forrest Road, Edinburgh 031-226 3354
103 Grey Street, Newcastle Upon Tyne 0632 612999
156 Buchanan Street, Glasgow.
NEW ABERDEEN SHOP OPENING SOON
31-33 Market Street Aberdeen
Open 9.30 to 5.30 6 Days Mail Order Enquiries Welcome.

DELVERS, DUNGEON BUILDERS AND MODELMAKERS

Just for you: A 25mm scale construction system of highly detailed cast stone pieces that can be arranged to form almost any dungeon layout *three dimensionally*, complimenting the quality of your miniatures for maximum realism. All pieces come ready tinted, but can be easily over-painted to suit your own colour scheme.

SET 1: 220 scale feet of polygonal stone walling sections (10 scale feet high), 3 *opening* doors, one straight and one spiral stone staircase & 2,975 scale sq. ft. of rough slab flooring pieces.
This boxed set for £7.25 inc. p&p.

SET 2: 145 scale feet of cavern rock walling (av. ht. 10 scale feet), 80 ft. of which has *ledges* (miniatures can actually stand on them), 3 free standing rock pieces & 2,975 scale sq. ft. of flooring pieces (a different selection than Set 1.)
This boxed set for only £5.30 inc. p&p.

BOTH sets together for £11.99 inc. p&p (Mail Order only)
Orders to: OTHERWORLD ARTIFACTS, Westmount House, 49 Kingston Lane, Southwick, W. Sussex.

THE SCIENCE FICTION, COMIC AND GAMES SHOP

Forever People

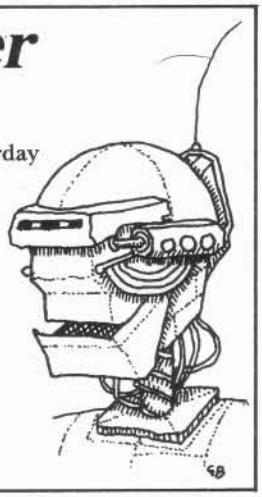
59, PARK ST, BRISTOL, ENGLAND.

OPEN SIX DAYS A WEEK 10-6

the **Gameskeeper**

105 COWLEY ROAD, OXFORD
TEL: (0865) 721348
Open 9.00am - 6.00pm Monday - Saturday

TRAVELLERS COME FROM AS FAR AWAY AS THE NAMES ARE PRONOUNCEABLE FOR AN OUT-OF-THIS-WORLD SELECTION OF GAMES



THE GUARDROOM

38 WEST STREET, DUNSTABLE, BEDS. Tel: (0582) 606041

STOCKISTS OF DUNGEONS & DRAGONS - TRAVELLER - RUNEQUEST - SPACE OPERA - BUSHIDO - AFTERMATH - TUNNELS & TROLLS - CHAMPIONS - PIRATES & PLUNDER - MAN, MYTH & MAGIC
ALSO: AVALON HILL GAMES AND OTHER FANTASY & SCI-FI BOARD GAMES.
25mm FIGURES BY CITADEL & CHRONICLE
15mm FANTASY ARMIES - GOOD OR EVIL
STARTER PACK INCLUDES MIDDLE EARTH RULES, JACOBITE FIGURES AND DICE
£8.50 INC. POSTAGE

BLACK DONALD'S

GAMES SHOP

3 Waverley Place
Aberdeen AB1 1XH

Tel. 0224-643740

FOR GAMERS NORTH OF INCHTUTHIL

!! NOW OPEN IN SOUTHEND !!

WARLORD

GAMES SHOP
Stockists of
Games Workshop * Avalon Hill
Tabletop Micro Games
SPI * Yaquinto * GDW
A wide selection of Rules i.e.
WRG * Newbury * Skytrex
Plus a large range of 15mm Figures
by Mikes Models & Tabletop
Wargaming Accessories * Magazines
And much more for the games enthusiast
818 London Road, Leigh-on-Sea,
Tel: Southend (0702) 73308
Open 9.30-1.30 & 2.30-5.30. Closed Monday

DUNGEON FLOOR PLANS are back!

Dungeon Floor Plans those most versatile and inexpensive role-playing aids are now back in print and joined by the *new* **Dungeon Floor Plans 2.** Both sets are now boxed for better storage of the cut pieces and the price is still only £2.99 per set.
Games Workshop's Dungeon Floor Plans regulate movement and combat in both dungeon and wilderness scenarios, give adventure games added atmosphere and realism and adapt to suit virtually any configuration.

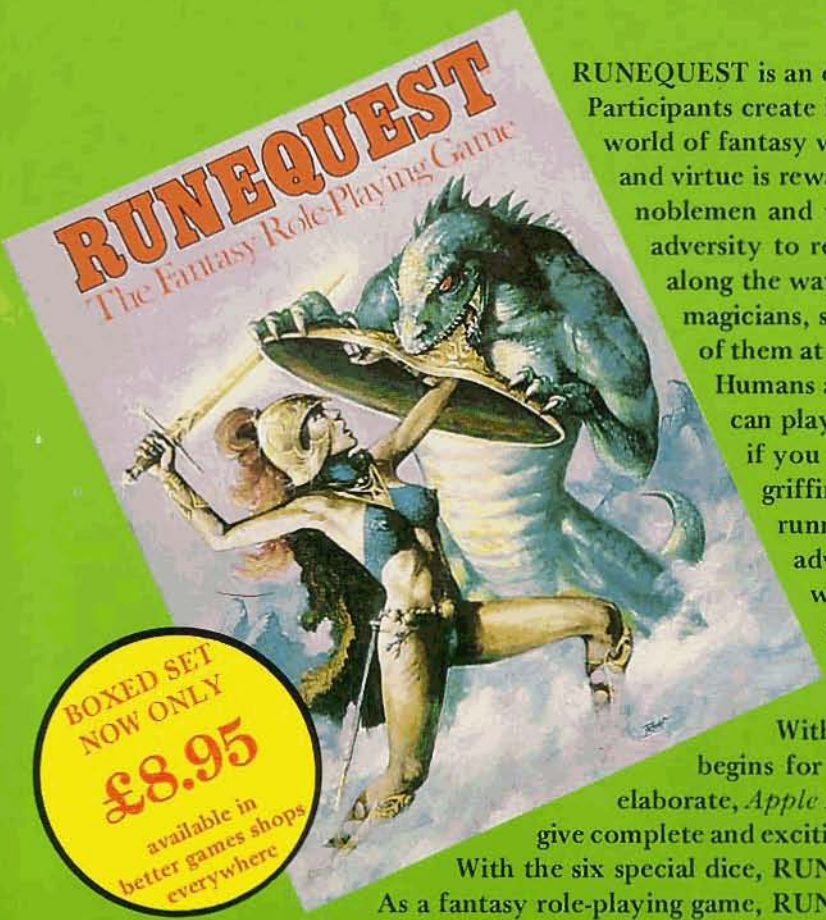
DUNGEON FLOOR PLANS: Twelve useful A4 card sheets - Stone/Dirt Flooring; Flagstones; Stone Steps and Wooden Surfaces.

DUNGEON FLOOR PLANS 2: Twelve new A4 card sheets - Trees/Vegetation/Grass; Still/Flowing Water; Flagstone Flooring; Room Features including pits, plinths and platforms; Corridor Features/Artifacts including rubble, wells, slabs, trapdoors, altars, thrones, statues, idols and a sarcophagus.

NOW AVAILABLE FROM BETTER GAMES STORES EVERYWHERE - including all Games Workshop Stores at Birmingham, London, Manchester and Sheffield, or by mail order. Send an SAE to **Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP** for a price list and order form.

RUNEQUEST™

The Fantasy Role-Playing Game



RUNEQUEST is an easy-to-play game of fantasy role-playing. Participants create imaginary characters to go adventuring through a world of fantasy where magic is real, heroism the accepted norm, and virtue is rewarded. Characters begin as commoners or young noblemen and work or fight their way through trouble and adversity to reach greatness, collecting gold, magic and fame along the way. They can develop as formidable fighters, clever magicians, solemn priests, alchemists, thieves, scholars, or all of them at once! There is no limit to what a character can do! Humans and non-human characters play side-by-side. You can play as an elf, dwarf, minotaur, or other humanoid; if you prefer something more exotic, you can even be a griffin or a unicorn! Referees are responsible for running scenarios, though players can go on solo adventures as well. A scenario is a single adventure which might be a raid against monsters, a quest for a magical item, guarding a caravan, or ambushing a dragon. This boxed set contains everything needed to set up such adventures:

With the easy rules of *Basic Role-Playing*, the fun begins for solo and group play. As games become more elaborate, *Apple Lane* and the *RuneQuest* book expand the rules to give complete and exciting adventures. *Fangs* adds ready-to-roam monsters. With the six special dice, RUNEQUEST is ready to play. Just add a pencil!

As a fantasy role-playing game, RUNEQUEST encourages co-operation between players. Adventurers will spend many happy hours building characters and exploring the unknown.

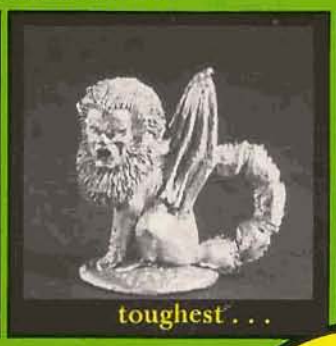
BOXED SET NOW ONLY **£8.95** available in better games shops everywhere

In the RUNEQUEST gameworld of Glorantha, you will meet some of the . . .

smallest . . .

meanest . . .

ugliest . . .


toughest . . .

strangest . . .

dirtiest . . .

and foulest

creatures you'd ever want to see!

BOXED FIGURES ONLY **£3.95** available in better games shops everywhere

RuneQuest is Chaosium Inc.'s trademark for its fantasy role-playing game.
Produced under licence in the UK by GAMES WORKSHOP Ltd.
The Official UK RuneQuest figures are manufactured by CITADEL MINIATURES.

DUNGEONS & DRAGONS NEWS

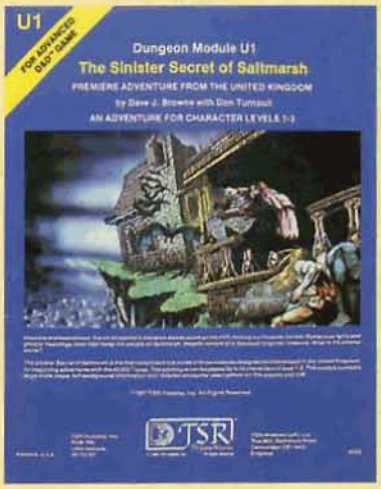
Premier adventure from the United Kingdom

Dungeon Module U1
The Sinister Secret of Saltmarsh

For character levels 1–3

Desolate and abandoned, the evil alchemist's mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumours of a fabulous forgotten treasure. What is it's sinister secret?

The Sinister Secret of Saltmarsh is the first installment in a series of three modules designed and developed in the United Kingdom, for beginning adventures with the AD&D™ rules. The adventure can be played by 5–10 characters. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.



Screens & Mini-modules

GAMMA WORLD™ Science Fantasy Role-playing game — Referee's Screen and Mini-Module

Included in this package are a durable referee's screen and an eight-page Mini-Module. The **Albuquerque Starport.** The screen contains the combat, hazard, and reference tables used most often by referees and players, arranged to make this vital information easy to use. The Mini-Module is a complete GAMMA WORLD adventure, in which players discover and explore an ancient starport buried in the desert sands.

BOOT HILL™ Wild West Adventure Role-playing game — Referee's Screen and Mini-Module

Fast paced gunslinging action will never bog down in a search for missing tables with the BOOT HILL Referee's Screen handy. Fourteen of the most-used tables from the BOOT HILL rulebook, are arranged on this durable playing aid. A special BOOT HILL adventure, **Shootout in Northfield and Other Famous Gunfights** lets players recreate the famous gun battle that destroyed the Jesse James–Cole Younger gang, plus six other famous showdowns.

TOP SECRET® Role-playing adventure game — Administrator screen with all necessary game charts and tables, plus one mini adventure module.

OPERATION: Executive One, Agents must rescue the President of the United States from a squad of corporate mercenaries.

Dungeon Module X2

Castle Amber

For character levels 3–6

Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert rules.

TSR™ The Game Wizards

©1982 TSR Hobbies, Inc. All Rights Reserved

TSR Hobbies (UK) Ltd
The Mill, Rathmore Road,
Cambridge CB1 4AD,
Telephone: 0223 212517

The symbols ® & ™ denote trade marks owned by TSR Hobbies Inc. Wisconsin USA